

WHITE WOLF

M A G A Z I N E

Feb. / March

#19

\$2.95

\$3.50 in Canada

ALTERNATE
FANTASY
WORLDS ISSUE

featuring:
Talisanta
City-State
Rolemaster
Reviews
...and more.



P.D.B. BLACK



0 99379 77207 6

MUTAZOIDS™



**BEING A COP...
JUST ISN'T WHAT
IT USE TO BE!**

The year is 2073. Many years ago the world was swept with a terrible plague that attacks the human DNA. Out of the ruins, left behind by the billions of dead, there arose MUTAZOIDS...

the twisted and dangerous offspring of many who survived, yet did not go unaffected by the Plague.

You are an Enforcer, a member of the para-military police force of the oppressive Second Republic. The central responsibility of the Enforcers is to maintain the Quarantine Act--a document that segregates mutants from humans. A lot of people don't like the Second Republic. Maybe even you.

Most people these days are mutants: either Mutazoids or the less deformed Acceptables. But the Second Republic--which is governed by humans for humans--has the weapons, the machines, and the information to keep everything running.

Bizarre mutants, organized criminals, fanatical underground organizations, an oppressive government, and strange people who know more than they claim...

Watch your back and save your bullets, because in MUTAZOIDS™, every shot counts!

**NOW AVAILABLE AT A LOCAL
HOBBY SHOP NEAR YOU!**



WHIT PRODUCTIONS, INC.

P.O. Box 1397

Murray, Ky 42071

MUTAZOIDS is a trademark of WHIT PRODUCTIONS, INC.
©1989 WHIT PRODUCTIONS, INC. All Rights Reserved

For your copy of MUTAZOIDS™ send \$12.95
plus \$1.50 for domestic shipping and handling.
All payments must be in U.S. funds.

Printed in the U.S.A.

Publisher: White Wolf Publishing
Editor-in-Chief: Stewart Wieck
Assistant Editor: Stephan Wieck
Art Director: Richard Thomas
Cartographer: Ken Cliffe
Cover Artist: P.D. Breeding-Black
Typesetting: Stewart Wieck
Thanks to Bard Games, Lion Rampant and Mayfair Games
for providing material for this issue.

Advertiser Index

Abalone	inside back cover
Adventure Simulations	47
Bard Games	9
Blue Panther Enterprises	51
Creative Keys	57
Cyborg Games	15
Discount Games Warehouse	35
Earnshaw Enterprises	50
Empire Wargames	48
DS Computing	43
Game Designers' Workshop	13
Graaf Simulations	16
FASA	back cover
Game Systems, Inc.	34
Hastur Hobbies	2
Koplow Games	53
KRS Fantasy Worlds	25
Lance and Laser	8
Lion Rampant	26
Other World Games, Inc.	33
Paper Tigers	45
Pegasus Productions	49
Quest Games	59
Ral Partha	28-31
Reality Simulations, Inc.	55
Sage Lote	19
Sage Products	20
Silver Griffin	58
Starlance Publications	54
Steve Jackson Games	41
Sword and Starship Enterprises	52
Vigard Simulations	39
Waterford Publishing House	14
Whit Productions	inside front cover
White Wolf Publishing	3

CONTENTS:

RUNES	2
by Stewart Wieck; There will soon be no more fiction in WHITE WOLF Magazine, but there are other markets to sell to.	
The Art of Talislanta	4
by Steve Sechi and P.D. Breeding-Black; The look of Talislanta is more important than the game mechanics. And the art looks good.	
Underworld	6
by Anthony Pryor; An adventure set in Talislanta. The Underground Highway is far from safe.	
The Minotaurs of Northplains	14
by Terry Randall; A look at the minotaurs of Mayfair's City-State of the Invincible Overlord.	
Charms of Kulthea	18
by Thomas Kane; An assortment of unique magical items which may be found in ICE's Shadow World.	
Wizard Archetypes	20
by Mark Rein-Hagen and Jonathan Tweet; With a wide-open system like Ars Magica it can be hard to get a handle on your character. Here's help.	
Tabletop News	27
by Ken Cliffe; Our miniature column really takes off this issue with reviews of several figures.	
The Silicon Dungeon	32
by Jim Trunzo; Reviews of Hero's Quest and The Third Courier.	
Into the Heart of Darkness	36
by Ken Cliffe; An ill-advised trip into the mountains has spelled disaster for a young noble. The father is worried. Ready to go hiking?	
On Your Mark	44
by Stephan Wieck; Presenting the winners of the riddle contest. Don't peek at the answers!	
The Fantasy Realms of PBM	46
Role-playing games offer plenty of worlds for adventure, but play-by-mail games aren't far behind.	
PBM Reviews	50
by Stephan Wieck and Stewart Wieck; Reviews of one game of the distant past and another of battles on distant worlds.	
Capsule Reviews	52
by Stewart Wieck; A look at a variety of fantasy RPG products. Many are worth a look.	
Demon Killer	56
by Steve Tymon; The penultimate installment of the eight part serialization. The stage sets for the final battle.	

WHITE WOLF Magazine (ISSN 0897-9391) is published bi-monthly by White Wolf Publishing. The mailing address for all items is: White Wolf Publishing, 1298 Winter Place, Anniston, AL 36201. The phone number is (404)-832-9994. WHITE WOLF is distributed through subscription and distribution services throughout the United States, Canada, France, England and Germany. Overseas subscriptions are available. All subscriptions are priced as follows: any U.S. address= \$22, any Canadian address= \$32, overseas via surface mail= \$45, overseas via airmail= \$80. All rates are for twelve issues. Checks or money-orders should be made payable to White Wolf Publishing. Subscribers are given constant notification of the last issue of their current subscription by the number following their name on the address label.

WHITE WOLF Magazine and White Wolf Publishing are both copyright White Wolf Publishing. All material printed in these pages is the exclusive property of White Wolf Publishing unless prior arrangements have been made with the author/artist. None of the material may be reproduced in whole or in part without prior written permission from the publisher.

Fourth Class postage is paid at Gadsden, AL. Postmaster: Please send address changes to White Wolf Publishing, 1298 Winter Place, Anniston, AL 36201.

The mention of or reference to any companies or products in these pages is not a challenge to the trademarks or copyrights concerned.



by Stewart Wieck

When WHITE WOLF Magazine #8 was published, we decided on a formula to observe for each issue. The formula outlined what kind and how much of each kind of material we would print in the magazine. We decided to have at least one fantasy adventure which could be adapted to any fantasy system, articles relating to the special focus of the issue (Alternate Fantasy Worlds in this issue), the Author Spotlight, and one piece of fiction.

Well, things have changed since then. We still have the fantasy adventure and a pile of articles relating to the special focus, but the Author Spotlight column ended with issue #12 and fiction is soon to disappear as well. This issue includes the penultimate installment of "Demon Killer" and after the conclusion next issue we will no longer print fiction on a regular basis.

This situation is not irrevocable, of course. If enough readers appeal this decision, then we will reconsider, but for now we have stopped for a number of reasons. Primarily, it will save time. Almost 40% of the submissions we receive are fiction pieces. In proportion to the amount of space devoted to fiction in the magazine, it is simply a drain on time to read all of the submissions. Other, more nebulous, reasons exist as well.

I have a dual purpose in announcing this now, because I have information about a market for your work if you enjoy writing fiction. If you prowl the science fiction and fantasy sections of bookstores as I do, then you have surely discovered the Writers of the Future books. In the memory of L. Ron Hubbard, a panel of writers assembles four times a year to judge the short story entries in the contest which determines which stories are published in the next volume of the series.

Science fiction and fantasy stories are accepted, so instead of quitting work on the piece you may have been preparing for submission to WHITE WOLF Magazine, polish it up and mail it to: L. Ron Hubbard's Writer of the Future Contest, PO Box 1630, Los Angeles, CA 90078. Before taking that step, however, I recommend that you send SASE for the contest rules.

Author Bylines

Ken Cliffe: Ken pulled double duty in this issue of WHITE WOLF Magazine. Not only did he prepare the second installment of "Tabletop News," but he also has a fantasy adventure appearing in this issue. A film major at the University of Toronto, Ken is WHITE WOLF Magazine's cartographer. His favorite part of 1989 was undoubtedly his Feminist Film Studies course.

Mark Rein-Hagen: Mark is the co-designer of "Ars Magica" and also President of Lion Rampant. He has recently undertaken some freelance duties as well and gamers should be on the lookout for an excellent STAR WARS supplement from West End Games later this year which Mark co-authored.

Thomas Kane: An established freelancer, Thomas has done work for TSR, Inc., Iron Crown Enterprises, and Bard Games and probably has other credits with which I am unfamiliar. He is a member of the Jovialis design group. Thomas has promised us some material for FASA's Shadowrun game which we hope to print some issue hence.

Jerry O'Malley: Jerry's art came to us through Mayfair Games along with the article about minotaurs. His illustration is on page 17.

Anthony Pryor: Since I am primarily familiar with Anthony's work for Bard Games' Talislanta, it took little effort to accept his Talislanta adventure "Underworld" for publication. Anthony is a member of the Jovialis design group.

Terry Randall: Terry's article about the minotaurs of the City-State of the Invincible Overlord was provided by Mayfair Games. Terry is the author of many of the City-State supplements.

Jim Trunzo: A teacher in Pennsylvania, Jim writes our computer review column, "The Silicon Dungeon." We think a lot of his reviews and since he also uses an IBM system we appreciate his efforts even more.

Steve Tymon: Author of "Demon Killer," Steve lives in L.A. where he works on establishing a writing career. I don't have any recent news, but at one time Steve had a couple scripts hanging around in Hollywood.

Jonathan Tweet: Returning from a journey to France, Jonathan may soon find himself in the gaming field once again. His contributions to the gaming field, including brilliant work co-designing "Ars Magica," almost met an end.

Stephan Wieck: A student at Georgia Tech in Atlanta, Steve manages to find time to write a few bits for this magazine in addition to his editing chores. Now a brown belt in Kung-Fu, Steve may be the toughest, though hardly the smartest, person on the WHITE WOLF Magazine staff.

Stewart Wieck: Per usual I'll point out that I am writing these bylines. I am also a member of the Jovialis design group.

Hastur Hobbies

"New and Rare Games and Miniatures"

Come to us to find that game that has

Either eluded you or has just come out

Ask for "He who is not to be named"

Hastur Hobbies
825 North 300 West Ste 250
Salt Lake City, Utah 84110
(801)359-3802

Subscribe to WHITE WOLF!

12 issues
for only:

\$22

That's almost a 40% savings over the single issue price!

And you get this wonderful independent gaming magazine delivered to your door.

You no longer have to restrict yourself to reading material for only a couple RPGs. **WHITE WOLF** Magazine presents material for all the best RPGs:

2nd Edition AD&D
Ars Magica
Call of Cthulhu
Cyberpunk
DC Heroes
Ghostbusters
GURPS
High Colonies
Manhunter
Palladium
Rolemaster
Runequest
Shadowrun
Star Wars
Talisanta
Warhammer Fantasy
... and more.



When it comes to covering the varied and interesting field of RPGs, trust **WHITE WOLF** to deliver the highest quality material and most important information.

Send \$22 to:
White Wolf Publishing
1298 Winter Place
Anniston, AL 36201

(checks or money orders only)

Features in Future Issues

#20 (April/May)= Superhero issue. Features material for DC Heroes & Champions. Plus a fantasy adventure and the final installment of "Demon Killer."

#21 (June/July)= PBM issue with several reviews and game descriptions. Also science fiction material and a fantasy adventure.

LEADER OF THE PACK!

The Art of Talislanta



Compare Steve Sechi's original design sketches with the beautiful final forms which P.D. Breeding-Black created.

"From the start, the visual aspects of Talislanta were of prime importance, moreso even than the mechanics..."

--Steve Sechi, Talislanta designer



P.D. BREEDING © '86



The Black Savants
of Nefartus.

**"...we had one thing that we
always fell back on-- the
burning desire we share to
bring into this world the
fantastic from another."**

--P.D. Breeding-Black, Talislanta artist



The Beastmen
of Golarin.



Underworld

an adventure for 4-6 adventurers of 1st to 6th level set in Talislanta

by Anthony Pryor

The scene of the action is the underground highway from Durne to Cymril, where a seemingly minor encounter with a band of thieving darklings leads to a nightmarish fight for life against the denizens of the Land Below.

As this adventure contains important new information regarding the residents of the Land Below, their intentions and motivations, Talislanta players are advised to read no farther.

The Journey

Underworld begins on the Underground Highway, with the party travelling either to or from Durne. The Highway is a fascinating place -- a long, tubular corridor, its walls nearly glass-smooth. This section of the Highway is relatively safe, patrolled by squads of gnomekin warriors.

The party is accompanied by Oko Murabi, a gnomekin guide who is familiar with the hazards of the Highway and its environs.

Oko Murabi. Gnomekin. Level 3. 3'3", 80 lbs. STR +3, DEX +5, CON +9, SPD 0, INT 0, WILL 0, PER 0, CHA 0. **COMBAT RATING** 5. 29 hit points. Ooli 1d8+3, sling 1d4+3. No armor. **Skills:** Primary combat, healer, tracking, herb lore, scout, stealth. **Possessions:** Ooli, sling with 20 stones, amber cusps, crystal heart

Oko is quite knowledgeable. He is also gregarious and friendly in the gnomekin fashion, and thoroughly likeable. He is quite insistent that the party stick to the main corridor, though. While several side passages

interrupt the highway, Oko informs the party that cave-ins and hostile monsters are common in these areas.

The journey is routine, enlivened if the GM wishes, by encounters with cave bats, land kra or small bands of darklings. These encounters should not be deadly, but should serve to keep the party on its toes.

Darklings

This key encounter should not be treated differently from any other. Two days out of Durne itself, as the party pauses to rest or sleep, a band of 18 darklings stealthily approaches, intent on theft or other mischief.

Darkling warrior. Level 1. 4'6", 100 lbs. STR -1, DEX -2, CON 0, SPD 0, INT -4, WIL -3, PER +4, CHA 0. **COMBAT RATING** -1. 6 hit points. Spear, 1d8-1, dagger 1d6-1. No armor. **Skills:** Secondary combat, stalking, stealth, swipe, hide. **Possessions:** Spear, dagger, tribal talisman (worthless), 1d6 silver pieces.

The darklings are led by a particularly objectionable individual named Scrad, who hopes that the raid will bring him great status with his tribe back in the Obsidian Mountains.

Scrad. Darkling warrior. Level 3. 4'8", 110 lbs. STR -1, DEX -2 (-1), CON 0, SPD +1, INT -3, WIL -4, PER +3, CHA 0. **COMBAT RATING** +3. 10 hit points. Spear 1d8-1, dagger 1d6-1. Hide armor +1. **Skills:** Primary combat, stalking, stealth, swipe, hide, waylay, torture. **Possessions:** Spear, dagger, hide armor +1, tribal talisman (worthless), ferran claw necklace (+1 DEX), 12 G.L.

Scrad is a power-hungry coward. He is willing to gain glory and status for himself if he has to send everyone under his command to their death to

achieve it. To this end he is loud, overbearing, and always the first to retreat should circumstances demand it. As all of the darklings have the stealth skill, the GM should assume that they all succeed in their skill rolls and begin to surreptitiously rob the party. When the darklings are finally discovered, they will be busy ransacking the camp, attempting to make off with valuable items.

As the party awakens or the alarm is raised, the darklings will flee, taking as many valuables with them as possible. Scrad will stand back, urging his minions on, but staying safely out of the fight.

The darklings scamper down one of the side passages. While the party will be able to kill or capture several darklings, there will be problems. Characters without night vision will fight at -4 until torches can be lit or illumination spells cast. PCs who removed their armor to rest will not be able to put it on before the fight is over.

Although the darklings are driven off, and several are probably killed, it is important that they actually steal one or more items of value -- money, magic items, weapons, etc. A thrall's True Sword, for example, or a kasmir's money pouch, are items which will necessitate pursuit and move the party to the next phase of the adventure.

Pursuit down the side corridor is the key event in the adventure. If the party refuses to pursue the darklings, and lets its valuables go, the GM could have Oko make a mistake and lead them down a wrong branch of the highway, where the next event takes place. Or, simply respect the decision that the players make and don't force the adventure upon them.

Trapped

Oko will advise caution in the side passages, due to the hazards previously mentioned. With all ap-

appropriate care, the party then moves in pursuit of the darklings.

The passage is smaller than the main highway, but is of similar construction. About a hundred yards in, rock-piles and detritus partially block the passage. Trackers will observe signs that the detritus has been disturbed recently, indicating that the darklings have come this way.

After the party has gone approximately 200 yards down the tunnel, Oko and other gnomekin characters will begin to feel uneasy. Seconds later the ground begins to shake, and small rocks and gravel begin to fall.

Fissures open up in the ground, and the roof caves in with a deafening roar. The GM should have all players make DEX rolls to avoid damage, but this event is not intended to kill. Failure should result in only minor damage -- 1d4 at most.

Regardless of damage, all characters are thrown to the ground. Torches are extinguished, illumination spells stopped. The party is plunged into total darkness, choked by dust,

deafened by the roar of falling rocks. Should the party be using scintilla or other artificial light sources, there is a chance that these will be crushed in the cave-in. Players should make another DEX roll to save them; the artificial torches are crushed on failure and destroyed.

When the dust clears and torches are relit, the party will find that they are all alive, and that the passage back to the main highway is thoroughly blocked. Gnomekin and engineers will estimate that the blockage goes back at least 50 yards and cannot realistically be cleared.

Oko and gnomekin crystalomancers will recognize the sensations they felt as the early stages of the Great Earthquake spell. It was apparently thrown by an intelligent being, but anyone familiar with darklings will know that they lack the skill to cast such a spell. Further, this highly dangerous spell would never be thrown by a gnomekin unless Durne itself was threatened. The party may begin to suspect that they are faced with an unknown, and very powerful adversary.

Labyrinth

The labyrinthine maze which the party now occupies is an upper fringe of the Land Below. The denizens of the lower world are here, along with one of their masters, a dangerous alien being determined to capture or kill the party.

The labyrinth is similar to the Underground Highway -- smooth, tubular and polished. Unlike the side passage, the corridors have apparently been kept free of rockfalls and blockage.

As the party progresses deeper into the labyrinth, characters will begin to suspect with an uneasy certainty that they are being watched. As they pass side corridors, they sense things lurking in the darkness just beyond the torchlight. Characters with night vision will occasionally glimpse shadowy forms darting down side corridors, but will be unable to clearly observe them.

These sensations are particularly prominent in gnomekin. Along with the sense of being watched, gnomekin will also sense, deep and far away, a strange and terrible anger, as if their

presence has enraged some unseen force. Unfortunately for the gnomekin, their suspicions are only too true.

The party must explore the maze, searching its corridors and chambers, to find the single exit. Along the way, the minions of the Land Below will continually test them, seeking to discover their strengths and weaknesses. The key below tells what may be found at each location in the maze. Following the key is a list of encounters, to be used at appropriate moments throughout the adventure.

A) Crystal Garden. A crystalline chamber of exceptional beauty, matched only by the gardens of Durne itself, occupies this area. Crystals of all shapes, sizes and colors grow here in picturesque disorder. Crystalomancers will determine that the crystals are of the finest quality.

PCs may collect the crystals, but this activity will alert the chamber's guardians. After the PCs have had enough time to collect 3d6 crystals each, five kakatha will appear from the southern corridor and attack. They will be joined four rounds later by five more kakatha, who appear from the northern corridor. Five kakatha will appear every four rounds until the PCs get the idea and retreat from the chamber. The kakatha have orders only to defend the chamber, and will not pursue fleeing characters.

The color and quality of the crystals taken may be determined later by the GM.

B) Alien Shrine. This room is a perfect dome shape, with eight huge white crystals spaced evenly around its edge. Shallow grooves have been cut in the floor and extend from the white crystals to the center of the chamber where a single perfect, 12-foot high black crystal stands. This is a shrine of the crystal demons. The crystals are magically protected and cannot be broken, but any attempt to break them will bring kakatha, in the same fashion as described in location A.

C) Bodies. Eight darkling corpses lie here, gashed by servitor weapons, and burned by crystal demon magic. Two kakatha swords remain, projecting from darkling bodies. The weapons are long, slender and shiny black. One bears odd silver markings along its "blade:"

TALISLANTA

MINIATURES
Licensed by Board Games



LANCE & LASER MODELS, INC.
P.O. Box 14491 • Columbus, Ohio 43214

The Seven Kingdoms set (14 figs.)
\$16.50 + \$2.50
domestic postage and handling

--|| \-// ||-- |-\M

If wielded by a normal PC, the kakatha weapons cause damage equal to broadswords.

D) **The "Armory."** Another crystal chamber, this area serves as a weapon "garden" where the servitors may obtain weapons. The servitors' weapons are in reality made of highly modified crystal, and are grown in rooms like this one. Two dozen gellim and kakatha weapons hang from large blue-black crystalline growths. The weapons range from full size down to a few inches in length, and take the form of swords, spears, daggers and short tridents. They may easily be broken free. Four may be used as daggers, two as short swords, and two as broadswords. The remainder are too small to be used as weapons. The small weapons may be sold as curiosities for 50 G.L. each. The full sized weapons are virtually unbreakable, and may be sold for up to 300 G.L. each.

E) **Worm Trap.** Seemingly a normal section of corridor, the floor of

this area is paper-thin, and beneath it dwells a small cave worm, lying in wait for the unwary. Gnomekin and characters with the Engineering skill may make INT rolls to detect the trap; otherwise, the first individual to walk over the section will fall into the pit below and be attacked by the cave worm.

Small Subbuxx STR +6, DEX 0, CON +5, SPD +1, INT -6, WIL 0, PER 0, CHA 0 **COMBAT RATING** 2. Bite: 2d8. Armor: As per leather
Hit Points: 30

Called Subbuxx by the dwellers in the Land Below, these creatures are unknown to surface dwellers. Physically they resemble huge white worms with tiny eyes and a shallow mouth lined with short, backward-pointing teeth at one end. This is a wild specimen, but larger subbux are controlled by the crystal demons and used as servants, as the party will discover later in the adventure.

The worm will have one free round to attack its victim, after which the victim and the party may respond. A large section of the worm's back is exposed, and characters leaping onto it may attack the creature without themselves being attacked. Should the creature be reduced to 10 hit points, however, it will retreat back down its tunnel, forcing characters on its back to make DEX rolls. If the character fails the roll, he takes 2d6 damage from striking the edge of the tunnel. Otherwise, he is able to leap off in time and takes no damage.

F) **The Earth Demon.** This ancient creature has dwelled in the caves for millennia, growing slow and contemplative. He was once known as Okk, but he barely remembers this now. Okk will be fascinated by the party, having seen only servitor creatures for the last few centuries. While Okk is very intelligent, he will have a hard time comprehending what the party is saying; over the ages he has grown accustomed to communicating with rocks and other inanimates. If

"WHAT DID YOU SAY ?"



Here's what they're saying about the TALISLANTA game:

"It is indeed a beautiful job and reflects vast amounts of thought, conceptual talent and loving care..."

Hugo and Nebula award winning author, **Jack Vance**.

"Talislanta combines a unique and intriguing setting with an easy-to-use and flexible game system...If you're looking for something out of the ordinary in your fantasy gaming, then Talislanta is definitely worth a look..." **Jim Bambra** in DRAGON magazine.

"A fine product...The artwork throughout is fabulous...I highly recommend this world as a place where your imagination can run wild..." **Stewart Wieck** in WHITE WOLF magazine.

"Never before has one game universe been so accessible to so many with so little trouble. I recommend Talislanta immensely..." **Jonathan Frater** in GATEWAYS magazine.

Spread the word.

The critically acclaimed Talislanta game books include :
The Chronicles of Talislanta • Talislanta Handbook 2nd Edition, Naturalist' Guide to Talislanta • Talislanta Sorcerer's Guide
and the **Cyclopedia Talislanta** campaign adventure series.

For a free catalogue, send S.A.S.E. to: **BARD GAMES**, P.O. Box 7729, Greenwich, CT 06836

Available at Waldenbooks, B. Daltons, and finer book and hobby stores. Talislanta miniatures available from **Lance & Laser Models**.

asked for information, Okk will reply slowly, speaking with apparent difficulty. His answers will be roundabout, and useful if party members bother to use their brains. Should a party prove particularly thick, especially regarding how to defeat the worm, the GM may relent enough to allow each PC an INT roll to figure out the secret (see below).

If asked about the servitors and their controller, he will simply say that they are "old, very old. Old and angry. They have lived here a very long time, and dislike being disturbed. They hate the small ones. The small ones enslaved them." He will not elaborate further.

If asked how to escape, Okk will pause for a long time, then painstakingly describe the route to the exit. He will not warn the party of the subbux, simply because he does not see such a creature as a threat. He will, however, tell the party to "seek the black crystal."

Should the party have already encountered the worm, and ask how to defeat it, Okk will repeat the phrase about the crystal, then appear to go to sleep.

The cryptic warning refers to the black crystal located inside the subbux's brain. Unprotected by a skull, the crystal is therefore more vulnerable to destruction or damage. For further details on the worm and its crystal, see the following entry.

G) The Cave Worm. A much larger version of the worm encountered earlier, this vast, pale creature is completely under the control of the crystal demon, and blocks the only exit from the labyrinth.

Large subbux. STR +10, DEX +1, CON +6, SPD +2, INT -6, WIL 0, PER 0, CHA 0 **COMBAT RATING** 4. Bite 3d8 Armor: as per chainmail Hit points: 50

This is an old version of the cave worm previously encountered. Its pale hide is mottled and scarred, making it very tough. The worm will defend the tunnel, preventing the party from leaving. It must be killed or circumvented for the PCs to escape.

Like the kakatha, the worm is controlled by a black crystal embedded in its brain. Should the PCs think of this, they should be allowed to attempt to

destroy the crystal by striking the worm's head.

Such an attack takes place at -4. A successful hit will force the GM to make a DEX roll for the worm. Should the worm fail, the crystal has been hit and destroyed or damaged.

Should the crystal be hit, the worm will break free from the crystal demon's control and go berserk, making free attacks on all PCs fighting it before flailing wildly and vanishing down its tunnel, leaving the exit clear for the PCs.

H) Exit. This narrow tunnel leads back to the Underground Highway. The crystal demon is reluctant to block it, since it represents an avenue of attack against travelers. Should the party escape, however, the demon will howl with rage, its shrieks echoing up and down the tunnel, and cast another great earthquake spell, attempting to block the exit. PCs must make DEX rolls to avoid being trapped. Failures cause damage similar to that described in the initial cave-in, but only on a Mishap result will PCs be trapped. Even then, the GM may relent and allow the character to escape with damage. The fate of any characters trapped in the labyrinth with the crystal demon and its minions is too terrible to contemplate.

Encounters

1) Probing Attack. This attack, early on in the party's exploration of the labyrinth, is intended only to determine their strength. A party of eight gellim attack, with instructions to do some damage, then flee. Should a gellim be killed, there is a 1 in 6 chance that it sustained a head wound sufficient to expose the black crystal embedded in its brain, which the crystal demon uses to control it. INT rolls are required for the PCs to notice if the crystal is exposed. If the crystal is noticed, the GM is cautioned to only describe it, not to tell the players of its purpose.

2) Ambush. The demon's hatred is particularly intense regarding the gnomekin, who grow and utilize crystals for their own purposes. Threatened by such actions, the crystal demons strike back at the gnomekin at every opportunity.

Shortly after the first encounter, as the party continues down the tunnel, a brief tremor shakes the ground, and the tunnel floor opens up directly beneath their guide, Oko. Before the party can respond, Oko is dragged beneath the ground by gellim, and vanishes with an agonized scream.

Several holes open in the tunnel walls. Eight kakatha and four gellim emerge, screeching incoherently. They attack fiercely and fight to the death. They will be particularly interested in incapacitating gnomekin PCs and dragging them off for unknown, and undoubtedly horrible, purposes. Should no gnomekin remain in the party after Oko's disappearance, the servitors will not be averse to capturing other races for study or experiment.

The anger and hatred felt by the gnomekin earlier will be apparent to all party members during this attack. Magicians will see an image of a huge black crystal in their minds, surrounded by writhing fleshy tentacles. These effects are caused by the crystal demon, which is nearby, directing the battle.

As in the previous encounter, there is a chance that the crystals which control the servitor creatures will be exposed, and PCs will figure out what they are for.

3) The Voice. The darklings inadvertently fled into the heart of the crystal demon's domain, and most were killed. Due to the acoustics of the labyrinth, the party can hear conversations taking place some distance away. Characters making PER rolls will faintly hear the following:

Scrad: Please, please, master! Don't kill me! I can help you! Yes, I can! We will serve you, master!

The reply will be distorted and alien, as if produced by a creature which can barely comprehend what it is saying.

Voice: Help me? Serve me? How you help, serve me?

Scrad: There are others here! Gnomekin, men, (other party members)! I'll help you...

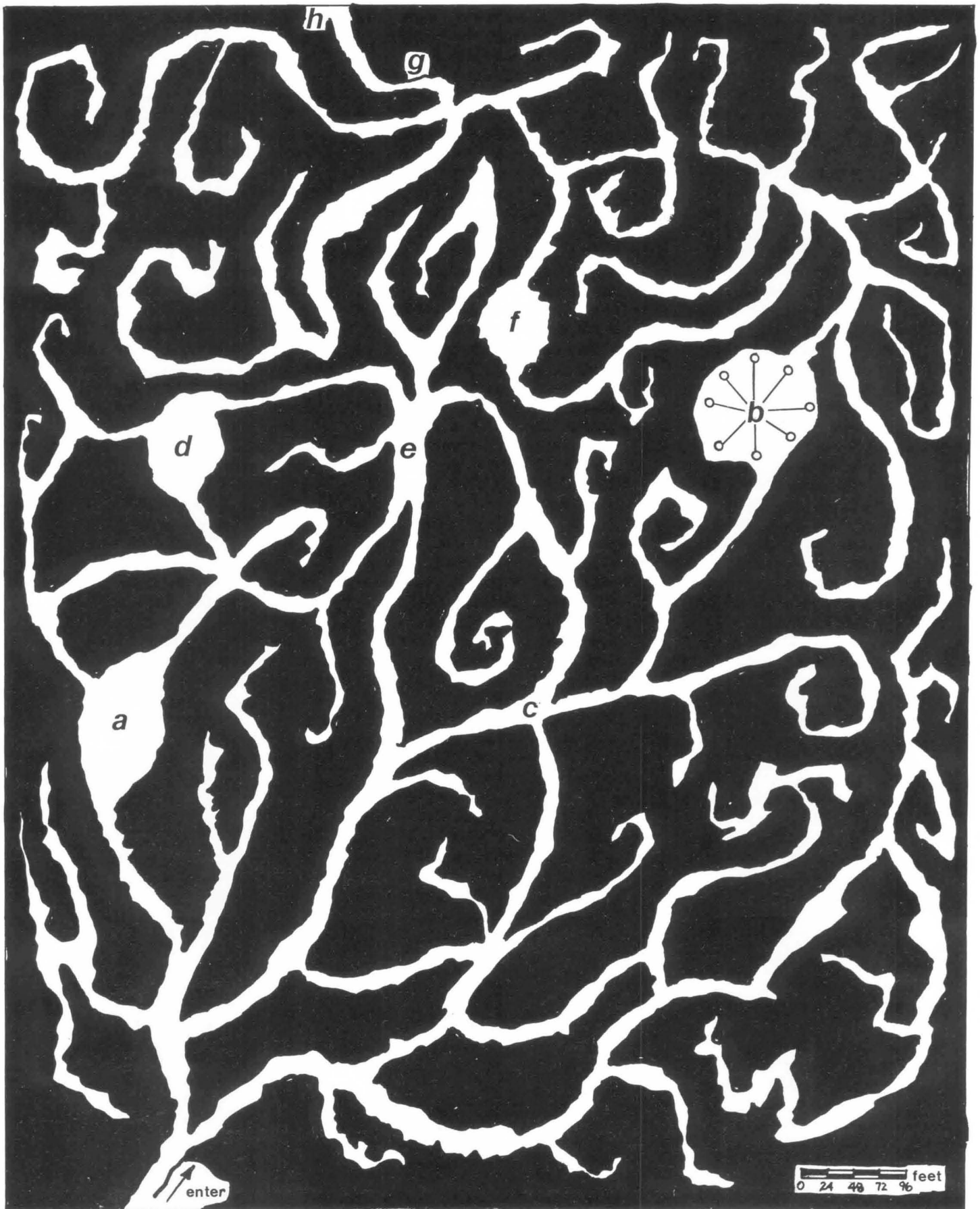
Voice: Small ones! Crystal slayers! Enemy! We kill.

Scrad: Yes, kill them, master. Kill them all...

The voices fade into silence, as if growing farther away.

4) Major Attack. This encounter, which should take place before the

Map for Underworld



party finds the exit and its guardian cave worm, may be excluded should the GM feel the PCs are too badly wounded to survive. Eight kakatha and six gellim attack, again fighting to the death. Characters with night vision may catch a glimpse of the crystal demon, standing well back from the fight. They will see a vast, amorphous bulk with a ring of several red eyes gleaming out of the darkness, and perhaps the faint reflection of the black crystal in the center of the eyes.

If the GM wishes, Scrad and four surviving darklings may join the attacking force, desperately trying to save their own lives by aiding the demon. Once battle is joined, the darklings will attempt to slip away unnoticed.

If the PCs have not noticed the crystals inside the brains of the kakatha and gellim, the GM should subtly bring this to the party's attention, since the crystal in the cave worm's brain is the key to their escape later in the adventure. He should still not inform them of the crystal's actual function, but let them figure it out for themselves.

5) Final Attack. As the party seeks to get past the cave worm blocking the exit, the demon launches its final push. 10 kakatha and eight gellim, backed by their master, attempt to kill or capture the party. The demon will be able to throw a spell of elemental fire twice during the battle.

Should it seem as if the party will be defeated, the GM may allow the kakatha to retreat temporarily, despite the demon, which screeches horribly as it orders them to attack again. If the PCs have not thought of the strategy of attacking the worm's head by this time, the GM may ask the players to make INT rolls, and those who succeed may be allowed to think of attacking the worm's head.

Creatures

KAKATHA

SIZE: 5-6', 200-275 lbs. **EXCEPTIONAL ATTRIBUTES:** STR +4, CON +2, SPD -2, INT -2, WIL -2 **LEVEL:** 2-8 **ATTACKS/DAMAGE:** Bite: 1d8, Claw: 1d6, or by weapon type **SPECIAL ABILITIES:** Immune to Heat and Fire **ARMOR:** As per Plate **HIT**

POINTS: 2-64 **HABITAT:** Caverns, The Land Below **COMMENTS:** Kakatha lack imagination and any tactical sense, and will attack in the most direct way possible. They often use Gellim as cannon fodder, and are sometimes armed with swords and spears of alien design.

Resembling huge, bipedal frogs with heavy, bony plates covering their bodies, Kakatha are a totally alien race, dwelling beneath the Subterranean City of Durne in the place which the Gnomekin call the Land Below.

Kakatha appear to dwell in a land of great heat, and are completely immune to attacks based on fire or heat. The diminutive Gellim, subordinate to the Kakatha, also have this immunity, and obey their Kakatha masters without question.

Many Gnomekin believe that the Kakatha are similarly subordinate to powerful fallen gods or demons living in the Land Below, but no one knows for certain. When they are armed, both Kakatha and Gellim carry swords and daggers of an unbreakable shiny black metal, etched with alien runes and symbols of unknown origin.

Kakatha carry black crystals embedded in their brain, which appear to be the means their masters use to control them. So far, no one has discovered one of these crystals, or surmised what they are used for.

GELLIM

SIZE: 2-3', 50-75 lbs. **EXCEPTIONAL ATTRIBUTES:** STR -3, DEX +1, CON -1, INT -6 **LEVEL:** 1 **ATTACKS/DAMAGE:** Bite: 1-3, by weapon **SPECIAL ABILITIES:** Immune to Heat and Fire **ARMOR:** As per Leather **HIT POINTS:** 1-8 **HABITAT:** Caverns, the Land Below **COMMENTS:** Gellim obey the Kakatha's orders without question, and may sometimes be armed with tridents or spears of alien design.

Gellim resemble large, bipedal newts, protected by bony plates, which also provide complete immunity to heat and fire. Only marginally intelligent, the Gellim obey the Kakatha without hesitation, often literally throwing themselves on enemies' weapons to gain time for their masters.

The Gellim sometimes carry bizarre swords and tridents (damage as dag-

gers) of black metal which the Gnomekin have been unable to either break or analyze. Like the kakatha, gellim carry black crystals embedded in their brains, although this fact has not yet been discovered by the gnomekin.

The Crystal Demon

This creature does not have actual statistics attached to it, since it is intended to remain as a frightening, half-glimpsed creature, and should not actually be attacked by PCs.

The crystal demons are one of the races which dwells in the Land Below. Physically, they resemble large, black sentient crystals which can grow organic bodies for themselves. This particular demon has grown a truly unpleasant form for itself -- a vast, leathery body with numerous tentacles, and a ring of small red eyes which surround the crystal in the middle of the thing's "forehead." It is extremely intelligent, and may cast the great earthquake spell twice per day, and the spell of elemental fire three times per day.

The demons are crystalline lifeforms, and so hate the gnomekin who grow and use crystals for magical purposes. Such acts are seen as outright slavery and murder. The demons' hatred of gnomekin is enhanced by the fact that they are a highly xenophobic race who see other sentient beings as slaves or sources of amusement. The demons have numerous servitor races, the gellim and kakatha being the type most commonly encountered.

The crystal demons are also highly individualistic, and rarely cooperate with each other. This explains the lack of coordinated action against Durne; the attacks have been the work of individual demons and their servitors. Mass action by the demons is difficult to achieve, but in the future they may decide that the threat which Durne represents is intolerable, and finally band together to destroy the gnomekin. For their part, the gnomekin should hope that such a thing will never happen.

TEMPLE OF THE BEASTMEN

Shifting Maze Game

Now Here's the Plan:

FLY SWIFTLY through the mountains and locate the kraag of the brutish High Martian potentate, King Gnaashriik. Then you (and a hand-picked team) stealthily enter, search, and make your rescue. If you are quiet enough and quick enough, you will be out before the High Martians discover you. There is no way you could have known that others would be here too, each looking for his own treasure. And the invasion of their domain has stirred the beastmen into a blood frenzy. Now you wonder if you'll ever leave the Temple of the Beastmen alive.

In **Temple of the Beastmen**, each player controls one of 10 adventurers, each with their own goals and special abilities, intent on rescuing slaves and treasures from the clutches of the wicked Martian king. Random map tile layout and card sequence make the temple, its treasures, and its dangers different with

every game. Stealth and strategy are essential to winning.

Temple of the Beastmen can be learned in under half an hour and can be played in under two hours. A well developed set of optional rules allows more elaborate strategies and lets you choose the level of complexity. Solitaire play is possible, and complete rules for it are provided.



49 Map Tiles
98 Event Cards
10 Character Cards

A New Game Every Time!

GDW
GAMES

P.O. Box 1646
Bloomington, IL 61702-1646

Available at hobby and
game stores everywhere.
Write for our free catalog.

Who Knows What Dangers Lurk Within?

The Minotaurs of Northplains

The minotaur race of City-State of the Invin-cible Overlord. This article was provided by Mayfair Games.

by Terry Randall

Vital Statistics

Geographical Area: Northplains District

Number of Minotaurs: 127-600

% of District Population: 47%

% of Total Race: 97%

Languages: Aketonian, Calandian, +1 language per INT point over 15

Ability Score Adjustments: see below

Average Life Span: 55 years

Description: see below

Arms & Armor: great axe/scale mail 20%, battle hammer/scale mail 25%, mace/plate 20%, spear/no armor 35%

Minotaurs are natives of the grasslands-covered continent of Aketon. They began to appear in the Northplains District of the City-State over 250 years ago, but claim to have no memory of their migrations to Calandia, nor the route to follow should they wish to return home.

Since their immigration here, minotaur tribes and family herds have wandered the cool plains of the Northplains District following the bison and deer herds which feed them. Family groups who wandered through the Minotaur Hills were often attacked and slaughtered by raiding orcs from the Northern Brentwood Forest. In typical minotaur fashion, the tribes did not retreat from the area. Instead, they settled in, determined to combat the orcs and other creatures who dared try to chase them from these hills. This concentration of family herds prompted Lord Gozik to build Beastkeep, a permanent base camp and fortress from which the Minotaur Hills could be patrolled. It was this group which first clashed with human clansmen in the district.

Minotaurs remained in constant, sporadic conflict with orcs and other humanoids attempting to leave the Bentwood and migrate into or through the northern plains. These evil humanoids, along with the frost giants of the far north, have become hated enemies of the minotaurs of the Northplains.

Over 150 years ago, these tribes split into two groups. One preferred the warmer regions of the Minotaur Hills; the other struck out under the exploration-intent Lord Durro, in search of new lands and larger bison herds to the northwest.

The minotaurs who travelled to the northwest stopped their migrations when they stumbled into the Kazar

Badlands. Lord Durro recognized the region's natural defensive features and took advantage of them when building his stronghold of Ukazim. After negotiating treaties which kept humans from settling in minotaur territory without permission, Lord Durro encouraged trade with the human town of Tall Rock. The resulting economic boom made Ukazim the largest city in the district and, under Lucius II, became the district capital. Lord Kurgh in Ukazim is the chief authority of the minotaur nation today.

Physical Characteristics

Minotaurs resemble extremely muscular, tall, broad-shouldered humans with the head, lower legs, and hooves of a bull. Their necks are squat and thick, with great neck and shoulder muscles to support the massive horned head and to absorb the shock of a head butt. Their feet are cloven-hooved; but not all minotaurs have long tails ending in a typical bovine tuft.

Minotaurs have keen senses of smell and hearing, perhaps in compensation for their generally poor eyesight. Their hide is thick, and covered with coarse, flat-lying hairs most noticeable along chest, belly, mane and spine. Hides range from buff to reddish or dark brown; grey hides are rare and carry a social stigma because of the association with an evil diety (see Dieties, below). A minotaur's horns bud at five years of age. At maturity (12 years) a horn is an average one foot in length, and grows approximately 1/2 inch per year thereafter.

Minotaur Character Statistics

STR: 3D6+3 **INT:** 3D6 **INS:** 3D6-3
DEX: 3D6 **STA:** 3D6+2 **APL:** 3D6-2

"In 2188,
you are the last best hope
for mankind..."



Share the Adventure!

HIGH COLONIES

The Science-Fiction Role-Playing Game

\$15.00

Waterford Publishing House Ltd.
Box 3742, Main Post Office
Vancouver, B.C., Canada
V6B 3Z1
(604) 253-4293

HTK: per character class
AC: 6 (natural)
MV: 15"
AL: C. Good- C. Neutral
AT: 1
DM: 2D6 (butt or stomp), 1D10 (horn hook), or by weapon type
THAC0: per skill level
HT: 6'-9'
WT: 300-750+ lbs.

Special Abilities: Save vs. INT to remember any path or route of travel once traversed. Surprised only on 1 or 2 on 1D6. %10% to chances to hear noise. In combat can use head butt, stomp, beserk fighting and/or battlelust. NPCs check morale at +20%, and do not check at all if overcome with battlelust. +2 modifier to saves vs. Fear. -1 to hit with missile weapons over 10" range; -2 over 15".

Character Classes

Minotaurs can become fighters, rangers, or clerics. Clerics are clerics proper only if dedicated to Kazar or Tosko; if dedicated to any other god, the character is a shaman who receives spells only up to Skill 7. Minotaurs may be multi-classed fighter/clerics.

Attributes

Minotaurs are a notoriously aggressive and argumentative race. Their fights are seldom verbal; a minotaur would rather punch first and talk later. The strongest minotaur in a group dominates others with strength of personality and a ready fist.

In spite of their in-fighting, these people are extremely loyal to the herd, or family group, and the tribe. They rally closely for defense against outside threats, responding to danger with courage and instant readiness. Among themselves, male minotaurs respect and protect the females, but the females of this race are just as formidable as male minotaurs. Minotaur children are given great latitude to run free and get into mischief, but quickly learn to avoid angering their elders.

Most minotaurs live in semi-nomadic communities, establishing long-term base camps from which they follow herds of Northplains bison, which they hunt and kill with

spears. From their homeland of Aketon they have brought the craft of felting, creating a textile which is increasingly popular with Calandians. Their massive round tents of felt, made of clipped bison hair, are extremely snug and warm, and offer excellent protection against the cold Northplains environment.

Minotaurs are not distinguished scholars, but they have a remarkable talent for solving puzzles involving shapes and spatial relationships. One minotaur handicraft that is a popular export item is mechanical puzzles, such as puzzle boxes, which are built and solved by these folk purely for recreation. This knack has a more practical application in their construction of many simple but clever traps and intricate maze-like defensive works. Not surprisingly, a minotaur's sense of direction is exceptionally keen: once this character has been over a convoluted path, no matter how long or confusing, he can usually remember it in unerring detail (save against INT to do so).

Minotaurs tell of a city-building people who once conquered and almost enslaved the Minotaur race in Aketon. From their one-time captors, minotaurs have learned how to build with stone. Although smaller family herds do not practice this type of architecture, minotaur lords with concerns for defense have created the labyrinthine strongholds of Beastkeep and Ukazim. These places are testaments to the minotaurs' natural maze-mastery; easily defended, these strongholds have become the foremost trade and ruling centers of these people.

Combat

Minotaurs prefer to use weapons that take advantage of their great upper body strength. Great Axes, heavy bastard swords, massive battle hammers and maces are popular weapons of proficiency. Fighters generally shun missile weapons, both because they prefer melee combat to attacks from a

WE ARE THE FUTURE OF PBM GAMING!

THE NEXT EMPIRE SM

Join the revolution! Find out how TNE is changing PBM. Learn why TNE was voted the #1 PBM game *by players* in a recent nationwide magazine survey. Startlingly detailed laser graphics *each turn*; "smart" customized order sheets; unsurpassed gaming complexity to *challenge* your imagination: it's all part of TNE. And Cyborg Games offers you the customer support you deserve, like *individual* attention and *double entry* of your orders for increased accuracy, so *you* can make the most of every turn.

\$7.50 per turn.
\$20 for set-up, manual and first two turns.
Fast (2 week) or Slow (3 week).

Cyborg Games Inc.
Department F4
P.O. Box 71019
Milwaukee, WI 53211
(414) 332-1966

CYBORG games SM

MasterCard and VISA accepted

distance, and because their distance vision is not especially keen (see Minotaur Character Statistics, above).

Head Butt

Minotaurs have several special attack modes. The first of these is the head butt, which does 2D6 HTK of damage. If made while the minotaur is stationary, the head butt is effective against opponents 5 feet in height or taller. This attack gains +4 to hit and damage if it takes place at the end of a charge. It is then effective against a target 4 feet in height or taller, since the minotaur runs in a hunched-over, head-long dash and can more easily hook or butt a shorter opponent in this position. At least 50' of distance must be covered in a straight line for such a charge to be effective. The character's base THAC0 for a head butt is 16; this improves (i.e., decreases) by one number each time the character gains a weapon proficiency slot.

Stomp

A minotaur can stomp prone opponents or low-lying obstacles 3' or smaller, inflicting 2D6 HTK of damage by doing so. The base THAC0 for this attack is 14, modified by the amount of the opponent's protection. Unprotected obstacles do not alter the base THAC0. The THAC0 for a stomp attack decreases by one number each time the character gains a new weapon proficiency slot.

Bezerk Fighting

Minotaurs can easily fly into a bezerk rage. To do this, the character needs only declare the intention to do so. The minotaur then saves against INS each round thereafter; as soon as the save fails, the character goes berserk. When fighting berserk, the minotaur's AC is reduced by 4 (e.g., a minotaur of AC 5 becomes AC 9).

The character receives two attacks per round, each at +2 to hit and damage, and can remain conscious and fight until reaching -8 HTK.

A berserk minotaur remains so until reduced to -8 HTK, at which point the Character falls unconscious, or until the current combat engagement is over. When combat ceases, the minotaur must save each round against INS in order to come out of his berserk state of mind. Failure indicates that he attacks the nearest individual, whether friend or foe. If the opponent is defeated, the minotaur then goes on to the next, and so on, continuing to fight berserk until the save is successful. If no opponent is visible, the Insight saves are made at -4. When the minotaur regains his normal state, his STR and DEX are cut in half until the character recovers from the drain of the exertion. The character will be in depleted condition one hour for every turn of combat (or fraction thereof) the he fought bezerk. The minotaur must eat a meal and be sedentary for the entire period of the recovery time. A character who fails to do so does not recover until he rests properly.

Battlelust

A minotaur smitten by battlelust is carried away with the thrill of combat and loses good judgement about when to quit. This overcomes a character incidentally and is not the same as bezerk fighting. A minotaur experiences battlelust if he fails a save against INS, made whenever the character encounters a hated opponent (yutorkhi, dartorkhi, orcs, faukorli, frost giants, or a personal enemy), or has lost more than 1/4 of his HTK in combat. Morale never fails if an NPC minotaur is taken with battlelust.

When in this state of mind, the minotaur will seek out the nearest group of enemies and attack, or will pursue a hated individual until the victim is caught and fought. Save against INS once per turn to see how long battlelust lasts.

CONTINENTAL RAILS

Now YOU can become one of the famous (or infamous) railroad robber barons of the 1800's. YOU can be the tycoon to drive Vanderbilt bankrupt or the first railroad president to earn the Golden Spike.

Continental Rails is a fully computer-moderated play-by-mail game simulating the growth of the American railroads between 1840 and 1890. Fifteen player tycoons compete for the glory of wealth or prestige by stock speculations and manipulations, and by building and running the most famous railroads in the U.S. Each turn, players receive a customized computer report of game activity and a customized turnsheet to submit their instructions for next turn.

Costs: Rules \$3.00

Turn Fees: \$4.00/turn

Game Entry: \$12.00 (Rules, set-up, 3 free turns.)

SPIRAL ARM

Spiral Arm is a play-by-mail game of strategic galactic conquest featuring a map of over 650 stars, up to 50 players per game, 4 modes of ship movement, economics, technology development, customized turnsheets, and much more.

Costs: Rules \$2.50

Turn Fees: \$5.00/turn

Game Entry: \$15.00 (Set-up, 3 free turns)

FEUDAL LORDS II

A revised and enhanced version of Feudal Lords, our first and most popular game of medieval power politics set in Arthurian England. Fifteen players compete to become King through economic development, military conquest, and diplomacy.

Costs: Rules \$2.50

Turn Fees: \$3.50/turn

Game Entry: \$10.00 (Rules, set-up, 3 free turns)

KINGDOM

A fast and fun open-ended fantasy power game of empire building. Features an endless map with 29 different types of terrain. Recruit 84 types of creatures into armies led by Kings, princes, heroes, wizards, clerics, generals and admirals. Magic spells and special attributes can be acquired. Custom printed turnsheet for simple play. Immediate game entry. No due dates; submit turns whenever you want.

Costs: Rules \$1.50

Variable Turn Fees: \$2.25 to \$4.25

For further information about these games, contact:

GRAAF SIMULATIONS • 27530 Harper, St. Clair Shores, MI 48081-1924

Quality PBM Games Since 1982

Deities

The pantheon of minotaur deities is referred to as the Divine Herd, a small family group of gods and one goddess. Minotaurs pray to any or all of these deities as they feel inclined. Shaman take one deity as their patron, but appeal to any of the others as needed. Most worship is conducted in the outdoors near tribal camps; the only temples per se in minotaur territory are one to Kazar the Strong in Ukazim, and one to Tosko the Guardian at Beastkeep.

The contrary, grey-hided deity Ruzag the Challenger is the least popular of the pantheon. Minotaurs born with grey hides are believed to be marked by that deity and often become social outcasts.

Military Units

The Steelhooves are an elite fighting fraternity of minotaurs dedicated to Kazar the Strong. They are fighters or cleric fighters who favor maces and plate mail breastplates, and often fight berzerk. This group is used as front-line shock troops in minotaur campaigns; some of its elements have joined the Provincial Army as entire units of heavy infantry fighters. The Steelhooves who remain free agents in the Northplains District are encountered on patrol within 50 miles of the coastline, where invading forces are found in the greatest concentration.

Towns and Cities

Beastkeep: (population 2,900) Beastkeep is essentially a frontier fortress in the Minotaur Hills. Local family herds use this defensive base as a patrol center from which to scour the hills clean of orcs, yutorkhi, and other enemies. The minotaur forces located at Beastkeep have done much to keep these hostile humanoids from overrunning the plains of Kazar.

Ukazim: (population 16,800) A maze of twisting walls and convoluted battlements, Ukazim is a fortress perched atop a forbidding jumble of mesa tablelands and eroded rock formations. The fortress is surrounded by squat stone buildings which stand on precipitous hillsides overlooking the

rushing Ornai River. The fortress and city are surrounded by the Ornai on all sides. Only a few fantastic bridges of eroded stone connect the stronghold with land on either side.

Ukazim is the capitol of the Northplains District, and the personal fortress-palace of Lord Kurrgh, leader of the minotaur folk. Elements of the Provincial Army gather here, preparing to confront enemy forces in Lunn to the north.

Important Persons

Lord Kurrgh, Minotaur High Chief, skill 19 fighter

Deity: Kazar the Strong

STR: 18/89 **INT:** 13 **INS:** 10

DEX: 12 **STA:** 17 **APL:** 12

HTK: 124 **AC:** -2

MV: 15" **AL:** C. Neutral

AT: 2/1 **DM:** by weapon

THAC0: 4

HT: 7'1" **WT:** 530 lbs.

Armor: +2 plate, +2 shield

Weapon Proficiencies: mace, battle axe, warhammer II, spear, dagger

Weapons: hammer (see magic items), spear +2, dagger

Magic Items: Hammer of Thunderbolts, Cube of Frost Resistance

Specials: stomp, head butt, charge

This big, burly minotaur has a buff-colored hide and dark black horns. He is more even-tempered than most of his kin, an optimist who enjoys practi-

cal jokes and crude humor. Kurrgh is implacable once he makes a decision. Although he has a natural grasp of commercial trade and economics, he prefers combat and conquest. He hopes to lead his people to greatness as they eliminate evil invaders from the north.



Minotaur Deities

diety	AL	color	sphere	patron
Kazar the Strong	CN	red	strength, battle	all
Tosko the Guardian	NE	yellow	treasure seekers	all
Gurreh. Mother of Twins	CG	brown	family	clerics, females
Busk the Clever	CN	blue	trickery, mazes	all
Ruzag the Challenger	CE	grey	defiance of authority	fighters

Charms of Kulthea

magical items for the lands of Shadow World

by Thomas Kane

Wondrous devices lie in the hoards and laboratories of Shadow World. Wondrous devices, yet perilous ones too, for many threaten their own users, or cease working when certain conditions are not met. The following article describes a few, along with their origin and purpose. Although they are designed for realms covered in the two volumes of "Tales of the Loremasters" and the projected "Sky Giants of the Brass Stair," these items can appear in any campaign. If the background does not apply to your milieu, simply ignore it.

Hasir's Veil

When this black silk mask is tied over one's nose and mouth, the wearer becomes invisible, inaudible and scentless. These powers remain effective even during combat and give the wearer a +50 bonus on DB against all attacks. However, the Veil only functions once per day, and the effects only last as long as the user sucks against the airtight mask, keeping it plastered against his face. This precludes breathing and requires powerful lungs.

An adventurer may automatically keep the Veil working one ten second round for every five points of Constitution. After this period, the character must pass a Hard static maneuver modified by Constitution each round

or he must exhale. On an Absolute Failure or worse, the mask becomes sealed over the wearer's face and magically forces itself into the nose and throat. The Veil then causes 2-20 hits of suffocation damage per round until somebody punctures it with a sharp object. One can cut the mask off with an Easy static maneuver but must then pass an Average one to avoid slashing the wearer for 1-10 hits. On any Blunder, the rescuer slits the victim's nostrils causing 3-30 hits and permanent disfigurement. Cutting the Veil off ruins it permanently.

The Hasir Witches of Forvers wove these masks for raiding their family enemies, the Ahtu (see Tales of the Loremasters, vol. II). After discovering the Veil's drawbacks, they researched magic to allow a person to live without breathing. Several Hasir

Who said you couldn't play in any Reindeer Games(tm)? Certainly not TWERPS(tm)!



And look for these ready-to-play Expansion Sets and Campaign Packs, too:

KUNG FU DRAGONS (GS 10456) \$2.00
TWERPS Campaign Book 1 offers a martial arts-oriented campaign. Here is all the information needed to expand the basic rules into a full-scale role-playing campaign in an ancient, modern or fantasy setting. Included are martial arts rules, a special KFD Gamemaster's screen, new counters, and adventure ideas. Get your gi in gear!

TWERPS MAGIC (GS 10457) \$2.00
Put some magic into your TWERPS sessions with this expansion set featuring complete rules for spellcasting (hocus-pocus!) and magical creatures (booga-booga!)—plus a Book of Spells (alika-zoo!!) Also comes with counters and a magic record sheet (and secret Mind Control messages, but you don't have to play the game backwards)...

FLY-BY KNIGHTS (GS 10458) \$2.00
Fantastic aerial adventure on the planet Arkosa. With TWERPS Campaign Book 2, you can ride atop fierce and loyal winged mounts and do battle in the skies above teeming jungles and towering castles. Or stalk the fearsome Meganoceros by night beneath the amber Arkosan moons. The counters and other aids included will help you in your quest for high adventure and possible knighthood.

SPACE CADETS (GS 10459) \$2.00
TWERPS Campaign Book 3 takes your gaming to the wackiest limits of outer space! Explore alien worlds, seek out weird and ugly life-forms, and blast them! You'll find 5 new character classes here, including Mechanics and Medics, new sci-fi weapons, defenses, vehicles, equipment, alien monsters, and lots more. Take a TWERPS-trek into the final frontier!

TWERPS (GS 10455) \$2.00
TWERPS(tm) is "The World's Easiest Role-Playing System". Indeed! You can learn the basic rules for the game in less than 10 minutes! And the only die you need is included with the game. It's easy, and it's fun—you even get a complete mini-adventure "Watery Depths" in the Basic Rules Set, with counters and a game-map.

Ask your favorite Hobby Shop for these and other fine games and products from GAME SCIENCE and ZOCCHI DISTRIBUTORS, including genuine GAME SCIENCE High Impact(tm) Opaque and GEM(tm) Polyhedra Dice, and the ZOCCHIHEDRON(tm) 100-sided Die! Or order by mail from ZOCCHI. Mail orders please include \$3.00 shipping and handling. VISA, MC and AMEX accepted. Send \$3.00 for our catalogue.

ZOCCHI DISTRIBUTORS, Dept. WWRG 1512 - 30th Avenue, Gulfport, Mississippi 39501 (601) 863-0215

sons suffocated during experiments. The family eventually disowned the Witches and confiscated their magical tomes. However, two Witches, Arnata and Ligit, swore to take revenge. Rumors say they partially completed their research, and their heirs can go for months without breathing, invisible behind their Veils. People report that the Witches have laboratories beneath a mountain lake. There, they perfect their spells of breath suspension on kidnapped victims. Eventually, the Witches' descendants will return to Forvers, invisible and trained in magic, bent on recovering their inheritance.

Damsel's Gift

This is a silver ring which a man wears on a neck-chain of bronze. It wards off harm, giving him +40 on DB and a 20 point bonus on all Resistance Rolls. However, to gain these effects, he must have won a kiss and a blessing from some woman within the past 24 hours.

A Feeta, a swashbuckling sorcerer-corsair of Shinh, created the first of these devices as an excuse to kiss maidens at the Exalted King's revels. Consult "Tales of the Loremasters" vol. I for more information on Shinh. Since then, wizards have made many copies, including some designed for women which work only with the kiss of a man.

Dagger-Nettle

One applies this juice to a weapon by plunging it into the green flesh of a dagger-nettle pod. Each plant provides one application, which will stay on a blade for five minutes. Anyone wounded by a blade which carries Dagger-Nettle feels deep, piercing pain and believes that he has suffered twice the hits actually inflicted. If the victim is a PC, the GM should lie to the player about the wound.

Dagger-Nettle damage cannot kill, maim, or stun its victim. However, someone who believes that he is at zero hit points or below will assume he must rest at once or die. If unable to retreat, a victim can fight without penalty. The damage is not real, and

desperation will counter the pain. One may fight after "dying" from Dagger-Nettle damage by passing a Sheer Folly static maneuver modified by Self-Discipline. The GM should assign significant bonuses if the victim is cornered.

Rolemaster Herb Data

Name: Dagger-Nettle

Codes: m-M-6

Form: see above

Cost: 5 gp/pod

Dagger-Nettle plants are cactus-like clusters of elongated pods which twist around each other. They grow on the lee side of mountains. Herbwives often paint Dagger-Nettle plants bright orange or purple and sell them as works of witchcraft for up to 20 gp each. According to their story, the pods appear from smoke in a conjuring ritual and imbue daggers with the power to create illusionary wounds. Actually, Dagger-Nettle grows naturally and works by a combination of alkali salts and power of suggestion.

Ward of the Weaving Girl

This is a bundle of strong, rough thread on a silver spool. If one lays it in loops on the ground and ties a mystic knot in the ends, it forms a circle of protection which undead, conjured beings and creatures from other planes loath to cross. Each loop of string can prevent one level creatures from passing. More powerful beings can force their way over, after which the effect is lost. One may tie multiple loops of string around the same area to stop more powerful monsters. A length of this string loses all its power

when anything, even a breeze, moves it. Fortunately, one can anchor it to solid objects by tying extra knots.

It takes one round to tie each knot in this thread. A typical spool holds 630' of thread, or enough for 20 10' diameter circles.

The women of the Hasir family spin this thread, largely for use against beings conjured by their Witch ancestors.

Bludgeon of Will

This iron mace exults in the will to crush a foe. Whenever the wielder scores a hit, the mace gives him +10 on OB next round. The Bludgeon has no special powers on any round following a miss. If a warrior chooses, he may swear a vow of ferocity on the mace's handle. This increases the bonus to +15. It also causes a -20 penalty on the attack which follows a miss. If a warrior retreats from battle after making such a vow, he suffers -30 to OB next time he strikes a blow in anger, whether using the Bludgeon or not.

O'erhost's of the Potentate (see Tales of the Loremaster vol. II) carry these weapons as tokens of determination. Two centuries ago, when Potentate Alkar suspected a plot to flee several battles in order to reduce his prestige and justify a coup, he issued Bludgeons to his whole officers core. He then insisted on the oaths of ferocity. The conspirators continued their plot, then suffered the penalty for retreating during their revolt. Loyal troops slew them. That left over 100 maces without owners. Therefore, these Bludgeons are fairly common for enchanted weapons in some parts of Shadow World.

FANTASY PLAYERS!



Professional
Role-Playing Forms By **Sage-Lore**
~ Guaranteed to ~

• Increase game playability! • Reduce hours of paperwork! • Use with 1st & 2nd Editions

Included ~

- Fantastic Character Forms!
- Party Treasure Sheets!
- Blank Spell Books!
- Personal Animal Forms!

Sage-Lore (Dept WW1)
P.O. Box 14616
Portland OR 97214

Only \$5.95
plus \$1
Postage & Handling

Write now for our FREE catalogue!

Wizard Archetypes

Templates of varied kinds of magi for Ars Magica. This article was provided by Lion Rampant.

by Jonathan Tweet & Mark Rein-Hagen

Wizards are a strange lot. They are not like mortals not only do they have strange mystical powers, but the very way they look at life (and death) is different from most folk. In Ars Magica, coming up with original and interesting wizard (magus) characters can be difficult, simply because they are so different from what you are used to. Mythic Europe (the setting for Ars Magica) differs from the typical fantasy world and Ars Magica wizards (magi) are different enough from magic-users in other RPG's that getting a grasp on what kind of person becomes a magus can be difficult. It is easy in some games to understand the varying types of fighters, because the

rules present three or four different fighter classes for you to pick from.

Because of the open ended nature of Ars Magica it has no character classes there are no easily defined categories for different types of magi. Though this frees players to create any kind of magus, it can leave them creatively stranded without a clue as to what a magus character is like. To help get you past that creative block, we have come up with a number of different magus descriptions.

By providing these Magi Archetypes, we hope to provide you with the characterization cues that will help you create a memorable and exciting magus to role-play. Each of the Archetypes is loosely based on a magus we have seen played in our house Saga, so we know firsthand that these magi are all fun to play.

You can also use these archetypes to create quick NPC's just choose one of the archetypes, add a few more details, and you have a complete character to play. Additionally, you can pick one of these archetypes for your master, to give him more personality and to give your character a better connection to his or her past.

Some Things to Consider

The first thing you should always do whenever you create a magus is to ask a few questions about him to gain a better idea of what you are looking for. The answers to these questions will give you the groundwork for the actual character creation and will define what type of character you would like to play.

How do you feel about the common folk? The nobility? The Church?

What is your reason for studying magic? Why do you continue to study it?

What is your eventual goal? How do you intend to use your magical powers?

What do you fear most, both in your magical career and in the outside world?


What was your master like? How did you get along? How do the two of you get along now?

How confident are you about your understanding of magic? Are you arrogant or humble about your powers?

Look over the list below and pick an archetype that seems to fit what you are looking for. Combine the archetype with your own ideas and come up with your own individual character. Use the things suggested in

THE BOOK OF NAMES

FEATURING: OVER 4,000 MEDIEVAL NAMES AS FOUND IN FANTASY, SCIENCE FICTION, AND ROLE-PLAYING LITERATURE. ALL ARRANGED INTO 20 CATEGORIES BY CLASS, RACE AND SEX.



4 YEARS IN THE MAKING

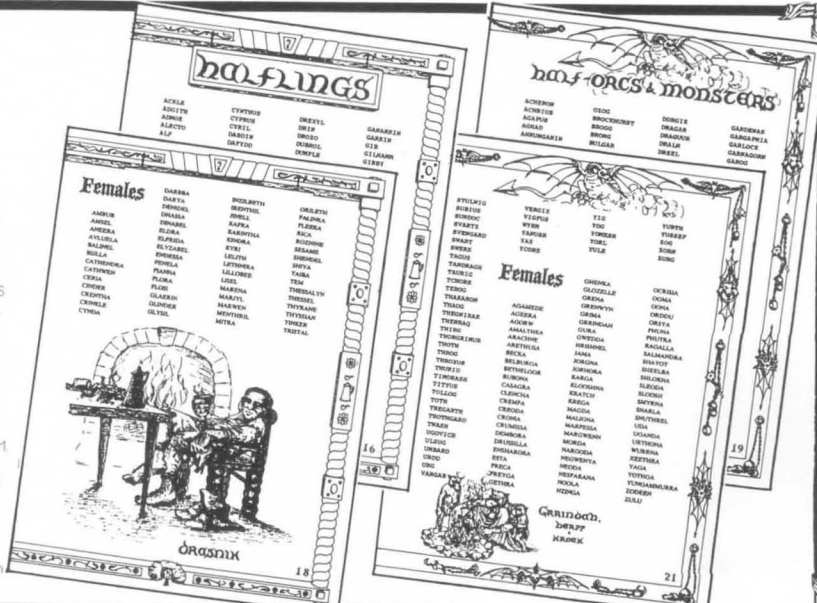
ONLY THE FINEST NAMES SELECTED

FOR YOUR OWN 30 PAGE, ILLUSTRATED "BOOK OF NAMES," SEND \$6.95 TO:

Sage Pproducts
P.O. Box 7341
Menlo Park, CA 94026

USES:

- ENABLES PLAYERS TO CONSISTENTLY SELECT "THE RIGHT NAME" FOR THEIR CHARACTERS.
- PROVIDES VALUABLE D.M. ASSISTANCE FOR DUNGEON PREPARATION AND "ON THE SPOT" NAME SELECTIONS.
- HELPS SERIOUS GAMERS IN MAKING CHARACTER LISTS (i.e. a list of henchmen or a thieves guild roster).



the archetype to get your creative juices flowing, and add or change whatever details suit you. Or better yet, you can come up with your own unique archetype, write it up in the same fashion as the ones listed below, and present it to your troupe. If you create an archetype for your character, it can help others understand your character better than if you simply describe him verbally. We hope you will find these archetypes useful as well as enjoyable. Remember, there are a great variety of people who become wizards; in this article we've only just scratched the surface.

Magi Archetypes:



Absentminded Tinkerer

Personality: You are curious, daring, and often take risks without thinking twice, though you are timid with people you are not familiar with. You have a reputation for being absentminded.

Favored Magic: You favor spells that move things, start fires, create water, and otherwise manipulate the basic elements. You also delight in using simple spells to create complicated effects. Take the magical attribute of Inventive Genius.

Background: An intense curiosity and a love for invention made becoming a magus a perfect outcome for your life. You can spend endless hours in your laboratory figuring out new ways to do old things, more for the pleasure of discovery than for the result. Forever taking risks and pushing the bounds of your knowledge when working on a project, you don't know when to stop, and rarely bother

to rest. Your work is your life; you love the art of magic. You push yourself to create original spells, new magical effects, and interesting and powerful magic items. Wrapped up in the joy of invention, you often forget your responsibilities and covenant duties. While you are supremely capable and confident as a magus as long as you are in your laboratory, when it comes to the outside world, you tend to feel confused and out of place.

Development: You spend your life creating ever more complicated and powerful magic items. Eventually, you reach a point where making more powerful devices would be very dangerous (you'd be risking large botches) so do you continue regardless of the dangers or do you gain a little wisdom and manage to reduce your obsession?

Quote: "Of course, of course, how could I be so stupid! I'll just pump a little Terram vis into it and we'll have this wand working in no time."

Unwilling Sorcerer

Personality: You tend to be glum rather than cheery, and affect a certain lack of concern about the details of magic. You are distant from your fellow magi and tend to be disgusted will the more gung-ho types.

Favored Magic: You prefer anything seductively destructive, or any kind of magic that is subtle and does not seem overtly like magic (e.g. Mentem spells)

Background: You never wanted to be a magus, but your master stole you from your home and coerced you into becoming his apprentice. It was not a matter of choice. Now you've been so tarnished by your arcane knowledge and association with magi, that you can never return to the world you knew as a child. For the rest of your life you will be a stranger to your family and all the common folk. There are people who you left behind, but you can never truly be their friends or their kin any more. You envy the farmers, the nobles, the churchmen, even the grogs. You have learned to make the most of your life, but your heart is rarely in purely magical pursuits. Your hatred for your master troubles your dreams.

Development: You could learn that your master is breaking the Code of Hermes, and you can betray him, causing his downfall -- if you're lucky, you can even kill him yourself. Or perhaps you get a chance to experience life as a common person, and you realize it's not as wonderful as you thought it would be. You might become friends with a companion and learn not to be so lonely, or even return to your family for a visit.

Quote: "Oh well, I didn't know that Ignem spell as well as I thought I did. Are you badly burned?"

Brooding Mystic

Personality: You tend to taciturn and morose, so you are not fun to be around. You can be very rude to others (though you rarely notice when you are). All in all, the mundane, physical world is a boring and dreary place for you you search for something else.

Favored Magic: You favor Intéllego spells that further your knowledge of the great mysteries, as well as summoning spells that let you speak with those from the afterlife.

Background: Life as a magus has put you in touch with knowledge that weighs heavily on your heart, and yet mysteries still remain. One central mystery obsesses you, such as the nature of Hell, of death, of life, or of human will, etc, and you think all other mysteries are closely related to this one. You see other magi as frivolous, blind beggars who waste their knowledge for the pursuit of power and passion rather than to delve into the sublime mysteries. Most magi fail to understand the ecstasy of tearing free that final clue from a ghost, the clue that solves an otherwise inexplicable mystery. Pity on them. Most of the time, you keep your discoveries to yourself because others generally don't care to hear, but you are also given to long speeches on the knowledge you have uncovered as well as the errors of your colleagues' ways.

Development: You could actually solve the mystery you've been trying to crack for so long. Or perhaps you become overly obsessed with your mystery and start to behave strangely....

Quote: "Go ahead. If your anger requires it, you may strike me. You cannot, in truth, do me serious harm for I live other lives than this one."



Intrepid Explorer

Personality: You are more daring than cautious, and tend to live your life by your wits. You are very brave, though you may have a secret cowardice which you are trying to overcome through your foolhardiness.

Favored Spells: You prefer flashy combat spells, or spells which could prove of use in the field. You enjoy pulling out the perfect spell for the moment (like a Wall of Stone spell to seal off the passage from the charging hrool- see "The Broken Covenant of Calebais")

Background: Let the other magi waste their lives studying for useless knowledge and wisdom. Magic is a tool, not an end in itself. You seek adventure and power, and you use your magical resources to get what you want. Apprenticeship was hard for you, fifteen years of drudgery under the tutelage of a stodgy old coot, but now you're free. If only the Church and the nobility, and even the Order, would quit cramping your style.

You have what it takes to defeat the perils of the world. You are brave and competent enough to face beasts, giants, faeries, even demons, and maybe a dragon if you're lucky (lucky?). You always bring along lots of grogs to send into battle, you think of them as part of the team. They have a spirit similar to your own, and you find them amusing as well as useful. The companions are your true friends however, they share your sense of ad-

venture, and a couple of them search for the thrill of excitement just as you do. You have more in common with them than you do with your fellow magi. If you have apprentices, you will no doubt take them with you on your excursions.

Development: You will pursue larger, more obscure and dangerous goals. Always the adventurer, you cannot do without the drug of excitement and fear. You would like to achieve great fame for your exploits to that end you have one achievement in mind, like retrieving a specific magical artifact (like the eyes of Quendalon). One day you might get a clue as to where that item can be found.

Quote: "I know you're tired, but the faerie glade should be right over that next hill, and we're not going to stop until we find it."

Wizard of the Flames

Personality: You tend to be impulsive rather than reliable, and are often overcome with the intensity of your emotions. You act first, and think later.

Favored Magic: Naturally, you favor the art of Ignem, and prefer Creo and Rego over all other techniques. You should take an affinity with fire spells.

Background: Flame is the ultimate expression of existence. Contained in its beauty, power, destructiveness, energy, and changeability are the answers to all the mysteries in life. You are convinced that all problems can be solved with the correct application of heat and flame dead enemies don't cause problems. Besides, fire is a great deal of fun it makes you feel happy.

Oh yes, you've felt the heat of the flame yourself from time to time, as your burn scars will attest, but anyone afraid of the not-so-gentle lick of fire is too weak to master the art of Ignem. You enjoy leaving the covenant and facing danger, where you can be more free with your powers. You suspect that the other magi don't mind your absence very much. You've overheard them whisper that your experimenting might be the ruin of them all some day. Hmm, wouldn't that be fun... a fire that could burn a hole in the earth itself!

Development: Perhaps you could grow out of your obsession with fire, and begin to explore the more scholarly aspects of your art. Or maybe you could become so obsessed with destruction and death, that you become completely involved in fire so that only it gives you a reason for living. The obsession could even drive you mad. Gaining powerful artifacts that deal with fire would be a high priority.

Quote: "There isn't anything I'd rather be doing right now than burning all the hair off your body you're lucky I like you."



Gentle Wise One

Personality: You are gentle and kind rather than cruel or unfeeling. You are extremely patient and peaceful, though you may get a little testy with those who enjoy causing pain or propagating evil.

Favored Magic: You prefer the gentle arts above all others (Terram, Vim, Intéllego, Aquam, Herbam) and would probably not bother to learn the more destructive ones (Perdo or Ignem). You may have spells to heal wounds, calm people and beasts, talk to animals and trees, and repair broken things.

Background: Magic gives you a greater appreciation for this wonderful world you live in. Because of that, you feel blessed. Not only do you learn things about the world, things that let you see the beauty in things, but you learn powerful spells to heal the world when it is out of balance. It's a shame that the Church and the nobles don't like magi, but maybe by

your example, they will develop a friendlier attitude toward the Order of Hermes. Sometimes you like to venture into the world, see new things, talk to interesting people and creatures, and give aid wherever you can. Other times you like to sit back in your laboratory, perhaps with a well-loved apprentice and familiar, studying the world and waiting for the time of peril and need to come. When it does, you do not expect to succeed in your attempt to drive back the evil, but you will try. You wear simple clothes, often stained by dirt or grass.

Development: Perhaps someone tries to take advantage of your generosity and it's up to the other magi in the covenant to step in (or you could deal with it yourself). Or the time of need could come, and you will have to use all your resources to save all that is worthy.

Quote: "The world is truly a beautiful place, and it is right that it be filled with beautiful things that is why I labor as I do."

Knowledge-Monger

Personality: You are greedy and miserly, and collect knowledge the way others collect fine wines. You believe that knowledge is worthless unless you have it all to yourself. After all, if everyone knew what you knew, you wouldn't have anything that they didn't. You can be quite pompous and egotistical, though you undoubtedly have your soft side as well, and may well do nice things in secret.

Favored Spells: You favor Intéllego spells, especially those that force others to reveal their secrets or that allow you to spy on them. You also have mastered one of the arts which allow you to protect your knowledge.

Background: Knowledge fires your imagination and desire. You collect knowledge and ideas, and likely have an enormous library of your own (though you may trust the wizards of your covenant enough to add your books to the covenant library). The thought of knowing things that others don't, and especially the thought of knowing what others want kept secret, simply makes you cackle with glee. This is why you became a magus in the first place.

You might have an area of special interest, such as faeries or the history of the Order of Hermes, but all aspects of knowledge are of interest to you. The Church is an unfortunate enemy because they have great knowledge stored in their libraries, but they're not about to share it. You just hate people who hoard knowledge (you're a hypocrite as well). The nobles and peasants are beneath your interest, except, perhaps, as the subjects of study. Even in the covenant, you can identify only with some of the more educated magi and the few intellectual companions you can find.

Development: You discover a large and horrible secret that requires action, but those who act on that knowledge endanger themselves what do you do? Someone or something threatens your collection of knowledge; how do you protect yourself and all that you have collected?

Quote: "I don't care how many lives it will save; it's my book and I won't let you see it."

Astute Scholar

Personality: You have a passion for philosophy, abstract thought, and conversation. You study knowledge for its own sake, simply to educate yourself and develop your own understanding of the universe. You are probably humble, though you may be haughty instead. While in the pursuit of knowledge, you can be incredibly courageous. You tend to talk a little too much.

Favored Magic: Intéllego magic fascinates you because of its usefulness in gathering information. But you are just as likely to specialize in some other art.

Background: You enjoy the pursuit of knowledge simply for the pleasure of it. Your ambition is to become wise and knowledgeable, so you can write a book of great scholarly erudition or solve a mystery which has been befuddling the Order for quite some time. One of your favorite activities is to sit back with a glass of wine, and intelligently discuss the latest ideas with someone of wisdom and an interesting disposition until all hours of the night. You often get involved in one of the great debates of the Order. To you, no piece of lore is too obscure to pursue.

Development: Your greatest aim is to be able to add something of value to the pool of human knowledge. A crowning achievement would be to prove some great scholar, such as Grimgroth, incorrect about some of the conclusions he reached in one of his books.

Quote: "Ah, I see your little trap, interesting. But I ask you this, did Socrates really mean 'the sum of all existence,' or was he thinking 'the entire scope of man'?"



Arrogant Young Rake

Personality: You can be obnoxious and arrogant, and are known for being forceful. You will rarely give up until you have gotten what you want, for your ambition rules your life. Success is but a temporary relief, for tomorrow you will have another goal.

Favored Magic: You love the art of Mentem, as well as any art that gives you power over others.

Background: You're not a nice fellow, but neither are you evil. By letting your ambition guide your actions, you have done many things which you shouldn't be proud of yet you delight in them. Having a good time is important to you, and often that means playing games with people. With your friends (usually companions instead of other magi), you will go among the mortals and show off your powers. It is among them that you see the most possibilities for using your powers, if only the Order didn't forbid magi to interfere in mortal affairs. You are insubordinate to your elders, and rarely take 'no' for an answer. Some call you spoiled; some call you insolent;

you call yourself the best wizard that ever was.

Development: Perhaps someday you will grow up, or barring that maybe you'll get the chance to mastermind the best con-job in the history of the Order of Hermes. You have a plan for achieving great power, it may take time, but eventually you seek to become someone of terrible might.

Quote: "I don't care what you think, what's important is what I think -- do I make myself clear?"

Spacey Intéllego Wizard

Personality: You are easily distracted and have trouble being attentive. However you are contented with your lot in life.

Favored Magic: You prefer Intéllego spells, especially those that let you talk with things.

Background: The poor people around you, even fellow magi, keep focusing their attention on trivial details of life. They don't listen to the turning of the cosmic spheres like you do; they don't understand the pitiful confines of the life that they live. No wonder they're so frantic and fixated on the trivial and mundane, they cannot see all that you can; they cannot perceive anything past the lunar sphere. Through magic, you've learned to recognize the sensations and thoughts that most people ignore, and to translate them into wonderful knowledge. There is the world of true reality, just barely out of your reach. If you can but study enough, you will be able to understand and embrace it. Someday you hope to reach out and be a part of this greater reality.

Development: Some dramatic incident forces you to pay attention to mundane things, and you learn to appreciate the beauty in them. Or alternatively, you actually manage to make a breakthrough and enter a new world (though you are able to return from it at will).

Quote: "There are the ways, then there are the ways, then, of course, there are the ways. And none of them are the same"



Chilling Necromancer

Personality: You tend to be quiet, retiring, and rather heartless. You do not know the meaning of mercy.

Favored Magic: You favor Corporem and Mentem spells that deal with the dead. Magic that turns the living into more proper subjects of study is always fun.

Background: Aren't the dead much better companions than the living? They are quiet when you wish for silence, but they move and speak when you want them to be active. Above all, they do as you say and never talk back. Not like these frivolous living things, always jabbering and moving about at random. If you had your way, there would be fewer living and more dead sometimes you get your chance to make this come true. You don't get along very well with other magi, who could never appreciate the finer things in death anyhow. Someday their ghosts will be yours to call up and interrogate whenever you feel the urge. Whenever others seem to have an advantage over you, your warm yourself with the idea that everyone's going to die someday, and with your knowledge, you will be waiting for them when they do.

Development: You tend to collect dead spirits your ambition is to gain even more powerful ones to add to the collection. One day you might raise a more powerful spirit than you should have, or maybe you will learn a truly hideous secret from one of your spirits.

Quote: "Your humor does not amuse me mortal, but allow me to amuse you... to death perhaps."

Insane Joker

Personality: You have an aberrant personality, one prone to fits of excess and frenzy. You are darkly humorous, and when you are scorned, you can be extremely destructive.

Favored Magic: You love the art of Imágonem above all others, though any art that allows you to play creative and new jokes would suit you just fine.

Background: You are somewhat insane and demented, and love a good joke more than anything else in the world. Your practical jokes are infamous around the covenant, so much so that the grogs have taken to growling when they see you walk towards them. Telling jokes is fun too, as is any kind of humor. The most important thing though, is to never stop laughing, you don't want to ever stop laughing. Every once in a while, despite your shallow humor, you come up with some truly astounding and insightful statements. Underneath your clowning, you have an amazing intuition and a well trained mind. Your fellow magi have learned to listen to you as well as to tolerate you.

Development: Maybe someday you will stop laughing and start taking life seriously. Something truly tragic may occur and even your hyperactive efforts to laugh in the face of tragedy will prove ineffective. Your ambition, however, is to pull the prank of a lifetime to fool not only the entire covenant, but an entire city, an entire country, or maybe even the entire Order of Hermes.

Quote: "You can be so stupid. If courage has fortitude that would mean that cowardice should be brief."

Bitter Failure

Personality: You are prone to fits of melancholy and depression. Occasionally you may lash out with anger at those who are weaker than you.

Favored Magic: You are the master of no art, but have achieved a modicum of competence at a number

of them. You have decided that you really aren't that good at magic anyway, so you don't work too hard on it anymore.

Background: You were never able to succeed at anything you did. Only now, after years of effort, have you realized what a dismal failure you really are. Only it's not your fault, others hindered your growth, others actively sought to ruin your life. You tried again and again to be a success, but always you have failed. While you will no doubt try again, you are beginning to lose hope that you are really cut out to be a magus. It's a depressing sort of life, but somehow you manage to make your way through it. The worst thing is being made fun of by the grogs, sometimes even to your face.

Development: Maybe, somehow, in some weird way, you will actually come to master a skill, a talent, or even an art. It doesn't have to be much, because once you realize that you are worth something, and that you can achieve mastery over a subject, your horizon will immediately be expanded and your drive to succeed mul-

tiplied. Perhaps instead, you will find a way to get even with the world, and to find revenge on those who have made you so miserable.

Quote: "The world has betrayed me, therefore, to preserve justice, I shall betray it in return."

Timid Owl

Personality: You are very unworldly and timid. You probably will have negative courage and outgoing attributes. (In the Order of Hermes the term "owl" is used to describe those magi who spend all of their time in their laboratories and who rarely venture out into the real world)

Favored Magic: You are likely to be master of the esoteric magics; you are much more familiar with the techniques than the forms. The only forms you are likely to be comfortable with are Vim and Imágonem. Because of the time you spend in your laboratory, you are likely to have the aid of various sundry magical devices.

Background: You fear the outside world, and long to remain in your laboratory for the remainder of your days. The darkness and pain you see outside of your windows (when you bother to open the shutters) terrifies you. However, you are forced all too often to leave the covenant and venture out into the world. You never enjoy this, and you are always in the clutches of fear as you tread the soil of the outside world. A perfect life for you would be to never have to leave your laboratory what a comfortable and secure life that would be.

Development: As times goes on, you may show more and more initiative and courage, and someday, you may surprise the other wizards with your willingness to venture forth from the covenant to do what needs to be done. However, you are not likely to ever be happy anyplace else than alone in your own laboratory.

Quote: "While I sleep, I want three grogs on watch at all times no, make that four."

CROWNLESS EARTH(TM)

Slowly a door grinds open and a flood of bright torchlight enters the dark, damp room. A figure moves closer to the prince and he screams out, "What do you want!"

A voice speaks, "You!"

Crownless Earth offers much, more than all the other PBM games. It has Character stats, abilities, Character interaction. If your tired of the average PBM stats and the RPG discrepancies. Try our Advanced PBM GAME.

8 players/campaign, Registration \$15 includes map, rules, and 1st two turns free. (rules only \$5), \$5 per turn, 2-3 week turn around.

CROWNLESS EARTH PBM CAMPAIGNS
THE GOLDEN THRONE(TM)
A CRY FROM DARKNESS(TM)
DOWN BELOW THE EARTH(TM)
INTO THE PAST(TM)
THE LOST TOWER(TM)

WRITE TO: KRS FANTASY WORLDS
P.O. BOX 29
FT. OGDEN, FL 33842
OR: For information call (813)993-3398

ALL RIGHTS RESERVED COPYRIGHT 1989
KRS FANTASY WORLDS



A GAME WITH CHARACTER



ARS
MAGICA



Lion Rampant

NOW OUT: SAGA PACK!!

Tabletop News

our miniature review column

by Ken Cliffe

Welcome to the first official installment of WHITE WOLF Magazine's new miniatures column. As stated in last issue's introduction, this is a regular feature that deals with miniature reviews and painting advice. It's my duty to inform you of the latest miniature releases and suggest which ones are or are not worth your hard-earned dollar. Reviews represent the first part of each column, and they will normally correspond with the theme of the issue. Since this is the Alternate Fantasy World issue, let's look at some Alternate fantasy lead.

Chaos Chariot- Realm of Chaos line

Produced by: Citadel Miniatures, In the USA: Games Workshop, 3431 Benson Ave., Baltimore, MD 21227.
Catalog # 073194
Price: \$12.95

With this model, Citadel expands its already extensive Realm of Chaos line. The Chaos Chariot represents a dark, weird fantasy realm and therefore is included in this column for deviating from traditional fantasy themes.

The model is packaged in a sturdy, transparent plastic case. The box protects the miniature, but you virtually have to be an engineer to open it without shattering the plastic. The chariot is in 24 pieces; a great deal of assembly is required to transform it into a working whole. The end product is an impressive twin horse cart with a selection of one of two Chaos Warriors as driver. Each excludes his own evil and corruption, and the chariot itself is a grotesque horror,

emblazoned with the face and sigils of Nurgle, the Chaos Lord of Disease. Contributing to the grotesque is the crossbeam which connects the chariot proper to the horses: it is a long, frog-like tongue, spewing from Nurgle's face at the front of the vehicle!

Though the model as a whole looks good, it has its problems. Assembly is tedious and often superfluous: one of the warriors lacks an arm and only one is provided to glue on. Why not attach the arm in the casting process if no optional ones are provided? What's more, the arm provided doesn't fit smoothly into its socket.

If both warriors are intended to fit on board the chariot, the model is poorly designed. Only one warrior can fit comfortably. Presumably, one of them is to stand on his own, separate from the chariot, but no spare bases are provided upon which to mount him.

Discussion of Citadel's unique plastic bases brings up another point: their incompatibility with those of other models. These plastic bases, which have a slot in which to insert the runner of the miniature, tend to make Citadel miniatures stand about 4mm taller than those with the typical pre-attached lead base. If you own mostly Citadel figures, little disparity will result. However, if you own models from a variety of companies, Citadel's tower over them. Modifying these bases to suit your collection will be a topic of discussion in a future issue.

In terms of actual play, the Chaos Chariot best suits fantasy tabletop battles (primarily GW's Warhammer Fantasy Battle, for which the model is designed). It could even be used with FRPGs if a special adventure is designed around it, but how often can a Chaos Chariot appear before the characters get tired of it? Overall, I recommend this model if you're building a Chaos army. Otherwise, save your money for something more all-purpose.

Rating (1=worst,5=best): Animation=4, Detail=3, Production=2, Originality=3, Sum=3.

Talislanda Miniatures

Licensed by: Bard Games, PO Box 7729, Greenwich, CT 06836.

Produced by: Lance and Laser Models, Inc., PO Box 14491, Columbus, OH 43214.

Sculptor: Kevin Contos
Catalog #s: Thrall Warriors (T-001 to T-003), Blue Ardua (T-004), Four Gnomekins (T-005), Sindaran Alchemist (T-006), Kasmir Trapsmith (T-007), Muse (T-008), Cymrillian Magician (T-009), Vajra Engineer (T-014).

Price: range from \$1.35 to \$1.60 per figure and \$3.50 for the four model pack.

"Lance and Laser brings the inhabitants of Talislanda to life in this new line of miniatures figures," and they go some way to doing just that.

Those who recall Castle Creations also undoubtedly recall the rather poor quality miniatures they produced. Well, Castle Creations has been resurrected, now under the guise of Lance and Laser. Thankfully, the rebirth has resulted in a higher grade of miniature. Talislanda Miniatures is one of their new lines packaged in sturdy, attractively illustrated blister packs that contain a foam lining to protect the lead.

The best way to review these models is by a representative group or figure.

The three Thralls are larger than man-size, about what would be 8-10'. Each brandishes at least one enormous, wicked sword, and they are largely unclothed and unarmored, save for some spiked shoulder and arm plates (and leg plates for the female, T-003). All three have Nosferatu-like faces, as the package art depicts. Each is also-muscled, maybe too much so; heads tend to appear small in com-

RAL PARTHA

HAS UNLEASHED

**Advanced
Dungeons & Dragons®**
MINIATURES



11-413

Displacer Beast

\$4.95

**Advanced
Dungeons & Dragons®**

**Advanced
Dungeons & Dragons®**

Call us now toll free 1-800-543-0272
or send \$3.00 for our full photo catalog
5938 Carthage Court Cincinnati, Ohio 45212



parison to such huge bodies. Detail is essentially good; flash and mold lines are minor, but the bases are uneven and wobbly.

Certainly the best of the line is the Cymrillian Magician, a tall man in wizardly garb, including a strikingly high collar and heavily embroidered robe. In one hand is a large tome, open for casting, as the magician's facial expression implies. The other hand holds a spiral staff with a bat emblem at the top-- particularly attractive.

The Muse immediately attracts attention. Butterfly wings mount on her back, but don't fit precisely, requiring some filling of fit lines. In one hand is a tiny faerie, and in the other a harp. The model's endearing elfin features make this model suitable for almost any faerie FRPG.

The Sindaran alchemist is notable for the achievement of scaly, aquatic detail in its design. Its webbed ears and spiked head crest compliment this effect. The creature would stand taller than the Thralls if upright, and sports a large cape. One hand lifts a blowpipe to his mouth; the other reaches into a pouch for some chilling type of ammunition. Unfortunately, the model is stiff in its pose which seems ungainly and unnatural.

Sturdy and inexpensive, the Talislanta miniatures are a good buy for anyone intrigued by the Talislanta game. The models have limited applications outside that game, though. Readers interested in more traditional fantasy would fare better applying their attention to more conventional model lines.

Rating (1=worst,5=best): Animation=4, Detail=3, Production=4, Originality=5, Sum=3.

Forgotten Realms Miniatures: Heroes

Licensed by: TSR, Inc., PO Box 756, Lake Geneva, WI 53147
Produced by: Ral Partha Enterprises, Inc., 5938 Carthage Court, Cincinnati, OH 45212

Sculptor: Tom Meier
Catalogue #10-550
Price: \$10.95

Ral Partha ventures into TSR's Forgotten Realms with this kit, offering

ten characters from the novel series of the same name. The models include Magister, Tristram, Thunderstorm, Elminster, Robyn, Wulgar, Drizzt, Bruenor, Alias and Dragonbait.

Ral Partha has upheld its usual excellence in production with this boxed package. The models are thoroughly protected in foam pockets and a painting guide is thrown in, performing a function like that of the second part of this column. Flash is almost nonexistent and seam lines are virtually invisible. All bases are smooth, ensuring the miniatures stand evenly.

Details on most of the models is immaculate, true to Meier's form, though the females aren't as facially defined as the others. The women also seem rather small compared to the men and animation about their upper torsos and arms is stiff. Most striking is Thunderstorm's angry visage and demonic shield design (which I particularly like because it isn't overstated like most molded-on heraldry).

If you game in the Forgotten Realms and draw upon the novels for characters and adventure ideas, these miniatures are invaluable. Each is sculpted just as he appears on the novel covers. However, the models are particularly appealing because they may be used with any fantasy setting, largely conforming to conventions of traditional fantasy (except Dragonbait). Therefore, I highly recommend this boxed set to all.

Rating (1=worst,5=best): Animation=3, Detail=5, Production=5, Originality=5, Sum=5.

Dragonlance Miniatures: Huma's Silver Dragon

Licensed by: TSR, Inc., PO Box 756, Lake Geneva, WI 15347
Produced by: Ral Partha Enterprises, Inc., 5938 Carthage Court, Cincinnati, OH 45212

Sculptor: Tom Meier
Catalog #10-503
Price: \$15.95

Another byproduct of the TSR novel department, Huma's Silver Dragon is taken from the Dragonlance tales, and meets the standards set by Heroes. The boxed kit includes the familiar

ADVANCED DUNGEONS & DRAGONS and the TSR logo are trademarks owned by and used under license from TSR, Inc. © 1989 TSR, Inc. All Rights Reserved.

painting guide, as well as a priceless step-by-step guide to assembling the model's 15 parts (eliminating any infuriating trial and error on the modeller's part).

The dragon stands over 4" tall and spans 6" from snout to tip of tail. Nearly standing on all fours (its right forepaw raised in a curling claw), the beast seems ready to spring into flight. Huma rides astride the dragon's back, just above the wings, shouting defiance to his enemies.

The model is finely cast, but the smooth texture of the dragon's skin tends to emphasize mold lines, particularly along the tail. For the most part, the lines are disguised along narrow surfaces, such as along the edge of the dragon's wings. Flash is almost entirely absent.

The model's greatest failing is obvious gaps at assembly points. These cracks must be filled with glue or molding putty to save the dragon a jigsaw appearance. The tail itself doesn't fit smoothly into its socket. Some filing of the attachment peg will make it fit, though. The modeller will be pleased by the smooth fit of the dragon's torso to the base: part of the reptile is molded onto the base. The skeptic doesn't expect the halves to connect without fight, but, surprisingly, they glide together.

The sculpting of Huma is excellent and he actually stand 25mm tall! Most riders in such kits are undersized to make the dragon, which is usually small, seem larger. Trust me, this dragon is large enough without the help of perspective tricks. It's also gratifying to see that Huma is not shirked of detail in favor of the dragon.

This kit is definitely worth the attention of modellers, collectors, and Krynn's adventurers. Unfortunately, as many models in this review tend to be, Huma's Silver Dragon isn't of much use outside its native fantasy realm. After all, how often do adventurers in other games encounter a mounted dragon? If Huma's saddle wasn't molded directly onto the dragon, but on Huma himself, the dragon could be used without its rider, making it useful with many games. Sadly, the saddle is too large and complex to remove without marring the dragon's smooth hide.

Rating (1=worst,5=best): Animation=3, Detail=4, Production=4, Originality=5, Sum=4.

A Brush with Destiny

This is the second part of "Tabletop News," devoted to offering tips and advice on painting and converting miniatures. My plan is to go through the painting process from start to finish, outlining each step with successive columns.

Accordingly, the first few installments will be occupied by my ramblings. Your ideas and comments are encouraged, though. Your techniques will be incorporated into the process where they fit, or will be published after the painting-by-words process is complete. Naturally, you will receive recognition for our input. Above all, this section is intended to help develop your painting skills.

Since this is the first installment, let's talk prepping! Before any paint is applied to a miniature, it has to be prepared to receive the pigments. Prepping is instrumental to the appearance of the finished product. Paint dries thinly, so any imperfections in the lead itself will show through. A properly prepped model paves the way for a perfect paint job.

Here's a list of tools and equipment needed to ready your model for painting: small brush (old toothbrush), laundry soap, craft knife, common knife, common pins, needle-nose pliers, sandpaper, metal file, epoxy glue, metal primer and scrap cardboard.

When miniatures are cast, a film of oil and dirt covers them which tends to weaken paint applied over them. Wash all metal and plastic parts with common laundry soap and a small brush. After a wash, details leap out at you.

In the casting process, two molds are fitted together and lead is poured into the hollow between them. The result is the miniature you hold in your hand. Liquid lead has a tendency to seep between the two molds, though, leaving excess traces of metal on the model. High quality models have little excess, called flash, as more care is devoted to their casting. Older, worn molds also tend to produce more flash, not to mention reduced detail. Flash and mold lines

RAL PARTHA

HAS UNLEASHED

**Advanced
Dungeons & Dragons®**
MINIATURES



10-501
Draconians Box Set
1 of 10 Draconians \$12.95

**Advanced
Dungeons & Dragons®**

**Advanced
Dungeons & Dragons®**

Call us now toll free 1-800-543-0272
or send \$3.00 for our full photo catalog
5938 Carthage Court Cincinnati, Ohio 45212



ADVANCED DUNGEONS & DRAGONS and the TSR logo are trademarks owned by and used under license from TSR, Inc. © 1989 TSR, Inc. All Rights Reserved.

RAL PARTHA

HAS UNLEASHED

**Advanced
Dungeons & Dragons®**
MINIATURES



11-410

ETTIN

\$4.95

**Advanced
Dungeons & Dragons®**

**Advanced
Dungeons & Dragons®**

Call us now toll free 1-800-543-0272
or send \$3.00 for our full photo catalog
5938 Carthage Court Cincinnati, Ohio 45212



ADVANCED DUNGEONS & DRAGONS and the TSR logo are trademarks owned by and used under license from TSR, Inc. © 1989 TSR, Inc. All Rights Reserved.

can usually be traced all around the model, and should be scraped away before painting. A craft knife or thin bladed knife does the job, but be careful not to scrape away any detail or cut yourself. Fine sandpaper, like a 120+ grade, rubbed over uneven mold lines smooths down the higher areas. Be careful not to press too hard as desirable detail could be rubbed and tiny scars left on the model. Lightly rubbing a dull knife over scar marks makes them disappear. Common sewing pins are also useful for poking flash from otherwise inaccessible regions, like the space between an elbow and torso.

Above all, avoid marking the model itself. Lead is a soft metal. Detail can be rubbed off, even from excessive handling! The amount of tin content in the lead mix influences the solidity of the model: higher tin results in stiffer and more silvery metal. Unfortunately, added tin makes scraping mold lines difficult and can make model conversions a genuine task.

Though your miniature is now free of flash and mold lines, it may not stand perfectly steady. At one time the industry had little concern about the quality of miniature bases, but recent trends have rectified that. Still, a wobbly base is easy to repair. With a metal file, rub down any lead stubble on the underside of the base. If the model tends to lean to one side, file down that underside until you're satisfied with the model's posture. A hard, slightly rough surface, like relatively smooth concrete can be used in place of a metal file. Take the model by the body as close to the base as possible. Lightly rub the underside of the base on the concrete until the lead is smooth. Be warned: lead traces are left on the hard surface and cannot be completely removed, so don't use your living room coffee table for this!

If your miniature requires assembly, do it now, after the violent stage of preparation is complete. That way you don't break off any glued, fragile pieces. Also, by assembling now, cracks left at assembly joints can be filled before priming. Primer acts like a proof reader: cracks and rough spots are highlighted by it, indicating where more work is needed. Epoxy glue is best for assembly; white and common model glues don't have the sticking power to hold lead together for long.

The 5-minute variety of epoxy best suits your needs-- it mixes nicely, dries quickly and forms a strong bond.

Before applying the glue, fit all the parts together to make sure they connect smoothly. Any gaps that appear have to be filled after the parts are attached. Also plan the order in which parts will be glued together. Smaller parts usually go on first as larger ones tend to make areas of a model inaccessible to yours hands (the wings of dragons tend to do this). Needlenose pliers are also useful for holding and attaching small parts, but they leave teeth marks in the lead if too much pressure is applied.

Now that assembly is planned and the glue's on hand, assembly can begin. Mix the glue on a scrap piece of paper, but only mix enough to attach one piece at a time. Let the glue dry before moving on to the next piece. That way, a part freshly glued won't fall off when you move to another.

I find epoxy is easier to work with once it's become tacky, almost to the point of setting. In that state it bonds immediately and the parts don't have to be held together long before the bond is secure. Be sure to apply glue to both assembly surfaces, but don't use too much or the excess will ooze out on contact and make a mess. Hold the pieces together until the bond seems strong. Allow the glue to harden by setting the model down, supporting the attached appendage on a bottle or anything handy. Continue the process until all parts are on.

Be patient at this stage. Glueing a dragon or multipart model can take hours.

Though epoxy is tough, some parts can be so heavy that glue won't hold them together. A large dragon's wings can pose this problem. If you have them, a small hand drill and vice become handy. Drill a small hole into both parts where they contact. The vice helps hold the lead in place while drilling, and frees your hands (place some cloth over the vice faces first, or dents will be left in the lead where pressure is applied. Also, never tighten the vice too much or the lead will be twisted). Into one hole insert and glue a pin or peg. Once it's dried in place, fit the peg into the second hole and adjust the depth of the hole until it accepts the peg's entire length.

Glue the second part onto the peg. A strong bond results and the large pieces won't fall off.

Warning: the entire process has to be performed carefully to ensure the parts fit in their proper place. Also, parts pinned together have to be sturdy enough to endure the drilling or lose their shape under pressure. If you don't have a vice, drilling is difficult but not impossible-- just be sure not to slip and cut yourself! If you lack drill and vice, excessive glueing or use of industrial strength glue might be the solution.

Once assembly is complete, fill any cracks that appear at joints between the parts. Epoxy glue, when wet, fills cracks nicely. Deep cracks need several fillings to level them off as the glue sags when drying. Try not to spread the glue around too much as it can cover detail. Again, allow glue to dry before moving on or applying the next coat. Molding putties, like epoxy putty, perform the same function and are easier to handle. They will receive complete coverage in a later column devoted to model conversions.

Now that scraping, filing and assembly are complete, we need to mount the model on a temporary base for easier handling. This base keeps your hands from the primer and paints, and prohibits the model from falling and smearing your paint job. If the model has a plastic "slot base," simply glue the base onto the miniature. A model with a conventional lead base should be attached to a temporary cardboard base with a dab of epoxy. You want to pop this base off when the model is complete, so don't use too much glue. One square inch of cardboard supports a standard miniature without getting in the way of your brushing hand.

Now it's time to prime. Why prime your model? Primer puts a base coat on the lead, ensuring that paints apply smoothly and that they don't chip or wear off.

Though paint types will be a topic of a future discussion, some mention of them must be made here. I suggest water-based paints over oil-based. Water-based are available at any decent hobby shop, they apply easily, don't have a foul odor (much anyway), and clean up nicely. Water-based primers must be used with water-based paints. Oil and water

don't mix; the proverb applies equally to paint. Primers usually come in small bottles, sold individually or in paint starter kits (when buying a starter kit, make sure primer is included). Water based primers are usually white-- the best color for a base coat since it doesn't alter colors applied over it.

Bottled primers are brushed on like paint. Wet your brush until you can apply the primer with a consistency you're happy with. It's important not to apply the primer too thickly or thinly as, detail is lost or bare metal touches paint. Prime all bare lead, including the top of the base. Let the primer dry before applying any paints.

Oil-based primers are only used with oil-based paints. These primers generally come in spray cans and are available in any hardware store. Since these sprays have powerful fumes, use them out-of-doors or in a well-ventilated room. Hold the can 10 to 12 inches from the model and move it side to side to apply the primer evenly. Spray primers dry in a matter of minutes. Colors range from white to rust to black. Rust and black tend to contaminate colors applied over them, particularly light pigments like yellow, which turns green. This effect can be avoided, after priming, by applying white paint over those areas to be colored with light shades. Still, spray primers do have their merits: they're inexpensive and don't readily cover detail if accidentally applied too heavily.

The model is now completely prepped and ready to paint. Next issue we'll move on to the tools of painting and maybe get into some painting basics.

If you have any questions about the columns as a whole, or the material covered this time around, write me in care of WHITE WOLF Magazine.

[Editor's Note: enclose an extra envelope with 30¢ postage (Ken lives in Canada) so we may simply add Ken's address and mail it. Do not seal the extra envelope.]

RAL PARTHA

HAS UNLEASHED

**Advanced
Dungeons & Dragons®**
MINIATURES



11-409 **ORCS**
1 of 4 Different ORCS \$5.00

**Advanced
Dungeons & Dragons®**

**Advanced
Dungeons & Dragons®**

Call us now toll free 1-800-543-0272
or send \$3.00 for our full photo catalog
5938 Carthage Court Cincinnati, Ohio 45212



ADVANCED DUNGEONS & DRAGONS and the TSR logo are trademarks owned by and used under license from TSR, Inc. © 1989 TSR, Inc. All Rights Reserved.

the SUNBORN DUNGEON

our computer game review column

by Jim Trunzo

For the game player, there is no better time of year than the months immediately preceding Christmas. Companies rush to complete their latest and greatest games in time for the holiday buying frenzy. To the gamer's delight, he is suddenly inundated with numerous offerings on which to spend his or, even better, someone else's money. The computer role-player also shares in this almost sinful feast; and as 1989 ended, it delivered several exceptional titles to make Christmas more festive. Two programs which break new ground are *Hero's Quest* from Sierra On-Line and *The Third Courier* from Accolade.

Hero's Quest

Hero's Quest is an elegant marriage between two software genres: it's a nearly perfect melding of role-playing and graphic adventure gaming. The designer, Lori Cole, has almost all her background in traditional pen and paper game playing; and her desire to see role-playing depicted in a visual media led her to the creation of *Hero's Quest*.

The storyline is basic fantasy stuff. The peaceful barony of Spielburg falls under the heavy hand of a dark curse cast by the evil Ogre Mage, Baba Yaga. The Baron's children have been kidnaped; the Baron has retreated to his castle in despair, allowing the surrounding hills and valleys to become infested with monsters; and

brigands harass honest traders and merchants who must travel about Spielburg.

So will life remain in the barony "...until a hero from the East frees the man from the beast, the beauty from the band, and rids evil from the land..." and, of course, you're that hero. What makes *Hero's Quest* more than just another mundane adventure game with pretty pictures is its adherence to solid role-playing elements, the amount of decision making necessary throughout the game, and the "see it to believe it" quality of the animated graphics.

Hero's Quest is a solo adventure, so you aren't bogged down with a group of characters. Instead, you may choose to role-play either a fighter, thief or magic user. After selecting your character class, you may designate the sex of your character and distribute 50 points among five attributes (strength, intelligence, etc.) and seven skills (weapon use, throwing, climbing and so on). Once your character is created, the adventure begins.

At this point, role-playing and graphic adventure gaming seamlessly blend together. Your character arrives in the town of Spielburg and begins to run into NPC's of all types. By investigating the town (it's quite small) and talking to its inhabitants, your character will quickly gain clues about what course of action he must begin to take.

Like any good role-playing game, *Hero's Quest* recognizes the importance of subtle nuances like alignment and important facets like the need for food and the difference between nighttime adventuring and daytime adventuring. Go without food or rest for long and your stamina will soon dwindle; walk down an alley during

the day and maybe you'll encounter a beggar, but walk down that same alley at night...well, New Yorkers aren't the only people who get mugged.

In addition to the attention to details like the above, *Hero's Quest* requires the gamer to make decision after decision, all of which directly affect the character and the game. From such basic decisions like when to eat, what supplies to buy and when to sleep to more far-reaching decisions like who to trust or when to venture outside at night, *Hero's Quest* demands that you

apply logic to your actions as well as bravery.

That same logic is required when solving the various puzzles that abound in *Hero's Quest*. Though the game is fairly simple (about halfway between Beginner and Intermediate levels), the puzzles are both challenging and fair and can be solved by perseverance, acquisition of knowledge, and, frequently, diplomacy. Of course, when all else fails, your hero must rely on a strong sword arm or powerful magic.

Combat in *Hero's Quest* is a visual treat. The animated combat sequences are done in high-resolution graphics and seen from an over-your-shoulder viewpoint. Each type of opponent has a different style of attack and a key to victory is to observe the enemy's pattern and either parry or dodge his

attack, then counter with your own.

On-screen bar graphs depict your hit points and stamina as well as the hit points of your opponent. Each slash, parry, shield block, paw swipe, dragon bite, etc. is realistically animated, though the actions take place a bit slowly. Incidentally, the better your skills the more attacks you can make and the more rapidly your thrusts and blocks are depicted. As your stamina goes, your combat skills slow, so you must use some economy when fighting.

If a fight isn't going well, you can always attempt to escape. Your chances of doing so successfully depend on the relative speed of your opponent compared to your own, as well as your current state of fatigue. Trying to outrun the ferocious Cheetaur, a deadly cross between a cheetah and a centaur, is usually futile, while goblins can easily be eluded. The es-

cape option is also available to you prior to combat if you are alert enough to notice the enemy appearing on the screen.

During the early going, attempting to escape is often a wise tactic because regardless of your character class, you are simply outgunned by the monsters - especially if you're caught outside at night before you've advanced your skills.

Hero's Quest has a special feel to it that also helps lift it above the norm. Numerous special occurrences and detailed animated touches make the program almost magical. For example, you'll happen upon a beautiful white stag during the course of your adventure. The stag will graze for a moment, then lift its head in a most life-like manner and bound slowly away. Follow it and it will eventually lead you to an enchanted section of the forest where you'll watch in amazement as a tree turns into a dryad and bestows upon you a special quest.

Mini-segments like the encounter with the stag and dryad abound in Hero's Quest; and although the game isn't large by the today's epic standards, consisting of a little under 100 screens, its richness more than compensates for any lack of size.

The game also contains a fair share of replay value because although the puzzles and tasks are the same each time Hero's Quest is played, using a different character type requires using different strategies to achieve the same ends. Worth noting for those of you who like a good adventure but disdain violence: Hero's Quest can be won by playing the role of a thief or mage while avoiding combat altogether.

Hero's Quest is the first of four self-contained games, each one promising to be a bit more difficult and a bit more involved. Eventually, the series will expand into a multi-player game, and Hero's Quest I serves as a training ground and learning experience for the sequels. However, that's a bonus

because Hero's Quest is an excellent play in its own right.

The Third Courier

For those of you bored with fantasy settings or for those of you who just want a change of pace, The Third Courier should satisfy your needs. It seems that two of the three couriers who were transporting NATO defense plans have been killed and the third courier has disappeared. The CIA has been handed the job of finding the missing courier and recovering the stolen plans and they've chosen you as the agent most likely to succeed.

As in all role-playing games, you begin by creating your persona. However, The Third Courier does it quite a bit differently - and refreshingly so - than do other games of its ilk. Your spy's abilities are determined by the choices you make about his or her background.

Each pre-game decision affects the final profile of your character. Sex,

TAKE THE CHALLENGE...

JOIN THE ADVENTURE...

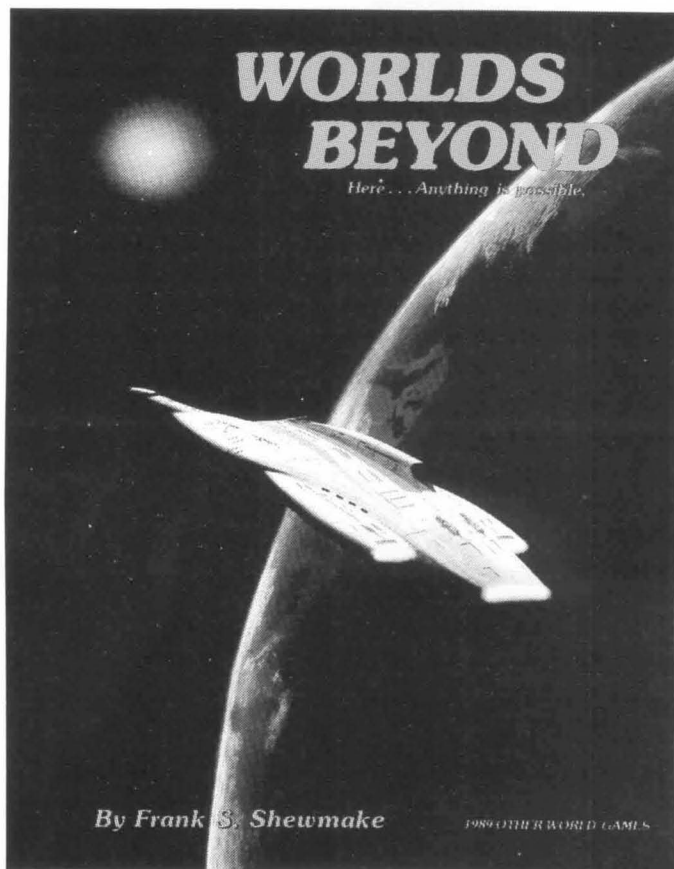
Enter the *Worlds Beyond* universe and come face to face with your destiny. Journey to the "Sleeper Worlds", earth's first colonies and sometimes enemies. Walk on the home world of the Swarr and witness clan rituals thousands of years old. Venture into the "Rift", where the Dolf sell anything from technology to slaves. Follow the Sher'tazi as they make their pilgrimages through life, never knowing where it will lead or end.

Worlds Beyond is a role-playing game set in a future where the smart, the brave and the lucky dare to live out their dreams.

OTHER WORLD GAMES

P.O. Box 770 #90

Burlingame, California, 94011



occupation, background, lifestyle, age bracket, educational level, and cover determine your intelligence, strength, intuition, health and knowledge. Change one piece of your spy's makeup and you might well change his statistics.

An added twist that fleshes out your character even more is the use of personality traits, randomly generated to either add or detract from your other abilities. For example, you might discover that you have a photographic memory; however, you might also find that you have a hearing impairment.

Each time you gain one of the four possible character levels, you'll find out one more positive and one more negative aspect about your personality. In addition to aiding in the creation of a well-rounded character, these idiosyncrasies directly affect your abilities as well as the game itself.

You can create from one to four agents and have their dossiers placed in the confidential computer data banks of the CIA. Any of the agents created can be activated before the game actually begins and become the Field Operative for the duration of the adventure...or until killed in the line of duty, a very real possibility.

The Third Courier prides itself on its realism. While not quite reaching the levels of technology displayed in your average James Bond movie, The Third Courier puts an impressive display of gadgetry at your disposal.

You can choose from an awesome array of firepower, ranging from AK47's to Uzi submachine guns, and

for close work chose a stilleto or a Sykes-Fairbairn military blade.

More exotic gear is available also, and several of these items are musts if you're to succeed in your mission: bomb sniffers, bug finders, photo-fax machines, computers, and other advanced electronic devices must be acquired to help thwart what might be a Soviet plot.

And don't go out without your Amyl Nitrate and Tannic Acid, your lock picks and flashlight, and your gas mask and bulletproof vest; all required gear for the well-dressed spy.

Realism in The Third Courier can also be found while traveling the streets and the underground of both East and West Berlin. Exceptionally well-done graphics depict both famous and infamous landmarks of the mysterious German cities. You'll travel through "Check Point Charlie", where East meets West, on U-bahn, by cab or on foot. See the Wall close up and personal! [Editor's Note: while you can.]

In West Germany, you'll explore the parks of Berlin as well as famous Charlottenburg Palace. You'll investigate the international trade community of Templehoff; and of course, you'll have to sample the beer, pretzels and wurst found in the dairy district.

In East Germany you'll discover an accurate portrait of how the other half lives. More austere, boasting little in the way of reconstruction, East Germany still possesses its opera houses, the Marx Engles Plaza and the Brandenburg Gate.

All of these places are rendered with accuracy and detail to help create a real world. However, don't get caught up in the great graphics. Each of these places house possible informants or enemy agents who know about your mission and wish to either help you or hinder you. How you respond to each confrontation with NPC's will not only determine your next move, it might well determine if you're alive to move.

The Third Courier boasts a no-type interface that can be easily employed via keyboard, joystick or mouse. By selecting from any of the well-designed icons available at a given time, you can travel about Berlin, fight or talk to other characters, use your computer or photo-fax machines, or complete any other action plausible and possible.

Three "hot keys" entitled Action, Inventory and Places are located in the Character Information Display portion of the screen, and they are used to activate three pull-down menus from which you'll make most of your choices. For example, selecting the Action "hot key" will display such choices as Hail Cab, Stake Out, Sneak, Bribe, Arm, and Sell, to name a few. Simply highlight a selection from the menu and you're in business.

The adventure itself will test your wits and challenge your intellect. Time is a factor and you must make decisions quickly. Haphazard guesswork won't help you find the missing courier nor will it aid in locating the missing plans. You must be organized, alert to clues and intuitive enough to know how and when to act.

Like Hero's Quest, The Third Courier does an excellent job of making you feel like you're a part of the adventure, not just a bystander who's watching the action take place. The game's graphics, terminology, logic and storyline all contribute to the vicarious experience of being an espionage agent.

Ratings (1=worst, 5=best)

HERO'S QUEST: Complexity (easy); Graphics (5); Role-playing (4); Strategy (3); Sum (4)

THE THIRD COURIER: Complexity (intermediate); Graphics (5); Role-playing (4); Strategy (4); Sum (4)

VENOM

VENOM is not just the name of the game... it's also the very atmosphere in which it's played!

Enter the 9th dimension where you conjure your own monstrous creature to do battle!

No one is safe when the ghosts and spirits of another god seek your blood!

Only one survivor! An ally must turn enemy... sooner... or later!

Miracles and magic are your sword and shield, but combat and cunning are the paths to victory!

Mortals have always been pawns... but now you need them in your final godly battle.

VENOM is a strategic battle-to-the-end between the immortals. Reports on the numerous battles each turn are at no extra cost! In VENOM you'll find magic rings and staves of power lost mines and hidden portals, palaces in the clouds and much more!

REGISTRATION \$15.00 (includes map, rulebook, and two free turns)

TURN FEE \$4.75 (turns every two weeks)

RULEBOOK \$5.00 (will apply towards registration)

NEW FOR '88-'89!



GAME SYSTEMS INC. P.O. BOX 160129 MIAMI, FL 33116-0129

Every Game, Miniature/For Less !

No matter what you're interested in - Miniatures, RPG's, War Games, Software, Accessories - get it for less from the **DISCOUNT GAME WAREHOUSE** ! Don't ever pay full price again ! Call our toll free 800 number to place your order and get

the Warehouse's standard 15% - 40% discount. Shop around, you can't beat the Discount Game Warehouse for price or service. Here's just some of the titles that we carry:

GAME DESIGNERS WORKSHOP

	List	Ours
Space 1889 RPG	30.00	24.95
Cloud Ships and Gunboats (1889)	8.00	6.75
New! Conklins Atlas	10.00	8.50
New! Martian Cloud Ships (Miniatures)	10.00	8.50
New! Aerial Gunboats (Miniatures)	10.00	8.50
New! Victorian Adventurers (Miniatures)	10.00	8.50
New! Soldiers Companion (1889)	12.00	9.95
MegaTraveller RPG	30.00	24.95
Sky Galleons of Mars	24.00	20.95
Twilight 2000 RPG	18.00	14.95
Harpoon	20.00	16.95
Battles of the Third World War	8.00	6.75
Ship Forms (Harpoon)	8.00	6.75
Sub Forms (Harpoon)	8.00	6.75
Johnny Reb	20.00	16.95

UP TO
40 %
OFF

AVALON HILL

	List	Ours
Deluxe RuneQuest	30.00	24.95
RuneQuest Players Box	20.00	16.95
New! RuneQuest Troll Gods	20.00	16.95
RuneQuest GameMaster's Box	25.00	20.95
Diplomacy	25.00	20.95
Civilization	22.00	18.50
Titan	16.00	13.50
Panzergruppe Guderian	18.00	14.95
Dinosaurs of the Lost World	20.00	16.95
Under Fire	59.94	49.95
War at Sea	14.00	11.95
Advanced Squad Leader	45.00	37.95
Hollow Legions (Advanced Squad Leader)	25.00	20.95
Advanced Squad Leader Rules Book	45.00	37.95
Tac Air	26.00	21.95
Wooden Ships/Iron Men	14.00	11.95
The Longest Day	65.00	54.95
Kremlin	20.00	16.95
Air Force	25.00	20.95
Dauntless	20.00	16.95

BARD GAMES

Talisantian Handbook	14.00	11.95
Chronicles of Talisanta	12.00	9.95
The Talisanta Sorcerer's Guide	12.00	9.95
Cyclopedia Talisanta	14.00	11.95
The Naturalists Guide to Talisanta	12.00	9.95
New! Atlantis: The Lost World	19.95	16.95

CHAOSIUM

Prince Valiant RPG	19.95	16.95
New! Pendragon RPG (Revised/Expanded)	19.95	16.95
New! The Great Old Ones (Call of Cthulhu)	17.95	14.95
Call of Cthulhu (Hardcover)	24.95	20.95
New! Call of Cthulhu (4th Edition)	19.95	16.95
Arkham Horror	19.95	16.95
New! Masks of Nyarlathotep	18.95	15.95
New! King Arthur's Court	19.95	16.95

FANTASY GAMES UNLIMITED

Chivalry and Sorcery RPG	20.00	16.95
New! Villains & Vigilantes RPG	13.00	10.95
Privateers & Gentlemen RPG	18.00	14.95

FASA

BattleTech	20.00	16.95
The Mercenary's Handbook	12.00	9.95
BattleTech Map Set #2	10.00	8.50
BattleTech House Books	15.00	12.75
BattleTech Reinforcements	15.00	12.75
BattleTech Rules of Warfare	12.00	9.95
BattleTech The Periphery	15.00	12.75
New! BattleTech Troops	20.00	16.95
New! BattleTech 20 Year Update	12.00	9.95
New! Heir to the Dragon	4.95	3.95
New! Leviathan Scenario Pack	8.00	6.75
Star League	15.00	12.75

GAMES WORKSHOP

Blood Bowl	47.95	39.95
Talisman (2nd Edition)	29.95	25.50
Warhammer Fantasy Battle (3rd Edition)	34.95	29.95
Warhammer RPG Book	34.95	29.95
Warhammer RPG (Softcover)	19.95	16.95
Warhammer 40,000	34.95	29.95
Adeptus Titanicus	59.95	49.95
Judge Dredd RPG	24.00	19.95

IRON CROWN ENTERPRISES

RoleMaster RPG	34.00	29.95
Middle Earth RPG	15.00	12.75
SpaceMaster RPG	30.00	24.95
New! Vessel Compendium 2: Pursuit Class	12.00	9.95
New! Raiders from the Frontier	12.00	9.95
Starstrike (SpaceMaster)	30.00	24.95
Starstrike Miniatures	4.00	3.40
Champions RPG	12.00	9.95

LEADING EDGE GAMES

Living Steel RPG (2nd Edition)	29.95	24.95
--------------------------------	-------	-------

MAYFAIR

Citystate of the Invincible		
Overlord	25.00	20.95
All Citystate Modules	12.95	10.95
New! Batman RPG	9.95	8.50
New! Batman Sourcebook	10.00	8.50
New! Batman RPG Modules	7.00	5.95
DC Heroes RPG	17.00	14.50
British Rails	19.00	15.95

PALLADIUM

Palladium RPG	19.95	16.95
Robotech RPG	9.95	8.50
New! Robotech: Return of the Masters	9.95	8.50
New! Weapons and Armor Book	19.95	16.95
Teenage Mutant Ninja Turtles RPG	9.95	8.50
Transdimensional Turtles	6.95	5.95

SLEUTH PUBLICATIONS

Sherlock Holmes Consulting Detective	25.00	20.95
--------------------------------------	-------	-------

SKY REALMS PUBLICATIONS

Jorune RPG	25.00	20.95
------------	-------	-------

STEVE JACKSON GAMES

GURPS Players Book	9.95	8.50
GURPS Basic Set (3rd Edition)	19.95	16.95
GURPS Swashbucklers	11.95	9.95
GURPS Blank Character Sheets	4.95	3.95
GURPS Space	9.95	8.50
Car Wars (Deluxe)	18.95	15.95

TSR

D&D Basic Rules Set 1	12.00	9.95
AD&D Players Handbook (2nd Edition)	20.00	16.95
AD&D Dungeon masters Guide (2nd Edition)	18.00	14.95
New! Monstrous Compendium	18.00	14.95
New! Dungeon master Screen (2nd Edition)	6.95	5.95
New! AD&D City of Greyhawk	18.00	14.95
Red Storm Rising	25.00	20.95
BugHunter (SPI)	12.95	10.95

MINIATURES

We carry the entire current lines for these manufacturers and others:

CITIDEL
RAL PARTHA
GRENADIER
MINI FIGS
EMPIRE
FALCON
FRONTIER
GHQ
IRON BRIGADE
RAFM
ROCO
STONE MOUNTAIN
ESCI

All miniatures offered at a straight 15% discount

ACCESSORIES

Call or write to get our full listings of dice, mats and graph papers, and paints and brushes. Special of the month!

SOFTWARE

We cover over 250 software titles - here's just a few:

Steel and Thunder (Accolade)	39.95	33.95
Jack Nicklaus Golf (Accolade)	49.95	41.95
Test Drive II (Accolade)	44.95	37.95
Red Storm Rising (Microprose)	54.95	46.50
F-19 Flight Simulator (Microprose)	59.95	49.95
Outrun (Mindscape)	39.95	33.95
Space Quest III (Sierra)	59.95	49.95
King's Quest IV (Sierra)	49.95	41.95
Speedball (Spotlight)	39.95	33.95

NOTE: Prices may vary for certain computers

ORIGINS 89 SPECIAL!! SAVE 30% on all Talsorian games, including:

	list	OURS
Cyberpunk RPG	20.00	13.95
Solo (Cyberpunk Supplement)	12.95	8.95
Teenagers from Outer Space RPG	10.00	6.95

369 Massachusetts Avenue
Suite 220
Arlington, MA 02174
Phone (617) 648-0900
Fax (617) 648-0603
Telex 7101101920

800-344-8498

The Discount Game
WAREHOUSE





Into the Heart of Darkness

a fantasy RPG adventure for 4-6 characters

by Ken Cliffe

This adventure is designed for characters of low to medium ability. Skills like direction sense, tracking and mountaineering are of particular use to the party. Also, a dwarven PC would be a blessing. The adventure begins in the large urban center of Dunzig. All the adventurers have to do is find a Baronet lost in the mountains. Unfortunately, life isn't that simple.

Baronet Hartwig von Manhofen was the son of Jakob von Manhofen of the country of Markovia. A member of the aristocracy, Hartwig lived the life of the idle rich and prided himself on his blue blood. Spending his days in decadent leisure, he and his peers, also of the snotty brat set, began to grow tired of jousting amongst themselves, dueling imagined villains, and wooing beauties. You see, they wanted action and adventure, but couldn't seem to find it within a half-hour's ride.

It was then that Hartwig got his brilliant idea. He would go on a quest into the Greywind Mountains and acquire the most expensive prize he could, and return home the conquering hero. Among his peers, the idea separated the knights from the knaves (or the foolhardy from the sensible). Faced with a true adventure, Hartwig's friends gracefully bowed out, conveniently having to polish their armor or drain the moat.

Undaunted, or simply stupid, Hartwig made plans for his quest. With his absolutely essential entourage of retainers, minstrels, cooks, valets and jesters, he journeyed into the Greywind Mountains. His intention was to reach the Dwarven city of Ironkeep (about 40 miles into the mountains), buy the city's greatest

jewel, Korak-tur ("Heart of the Mountain"), and return home along the Ironkeep Road. What Hartwig didn't consider was that the dwarves would never sell the very symbol of their heritage. He also forgot that, as a rule, he hated dwarves-- "smelly, dirty little moles they are."

He never did make it to the city. Hartwig's sister, Gretchen, always hated him. He was heir to the Barony, and he was also painfully stupid. Gretchen was proud of her intelligence and wanted the Barony for herself. Scheming with her husband, Edmund, she hired an assassin to kill Hartwig on his adventure. The killer never returned, but neither did Hartwig or his companions.

Gretchen's plot played only a small part in Hartwig's disappearance. Snaag, a half-orc spy living in Dunzig, heard of Hartwig's journey and, posing as a mountaineer (his appearance is human-like), offered his services as a guide. Snaag arranged to lure the expedition into a trap: an ambush by the orc tribe to which he belonged. Once the caravan was in the mountains, Snaag snuck away, rallied his kin, and prepared to fall upon the Baronet. However, when Snaag returned, all the travelers had been killed. Gretchen's assassin poisoned their soup. The work done for them, the orcs carted everything away, claiming a victory.

To prove that he had done the job, the assassin, Albert Heichman, tried to remove Hartwig's ring, but could not. Instead, he cut off the ring finger and started back to Dunzig to collect his fee. He didn't make it home either. An old hermit by the name of Mad Mab lived in the mountains. She had been studying the expedition with her scrying powers, in fear that Hartwig was coming after her goats (she believes everyone covets her goats). She witnessed the murder of the group and watched Heichman set out toward home. Enamored with Albert's rugged good looks, Mad Mab decided the as-

sassin would make a fine living companion and intercepted him. Under Mab's power, Heichman is nothing but a mindless servant.

Player Introduction

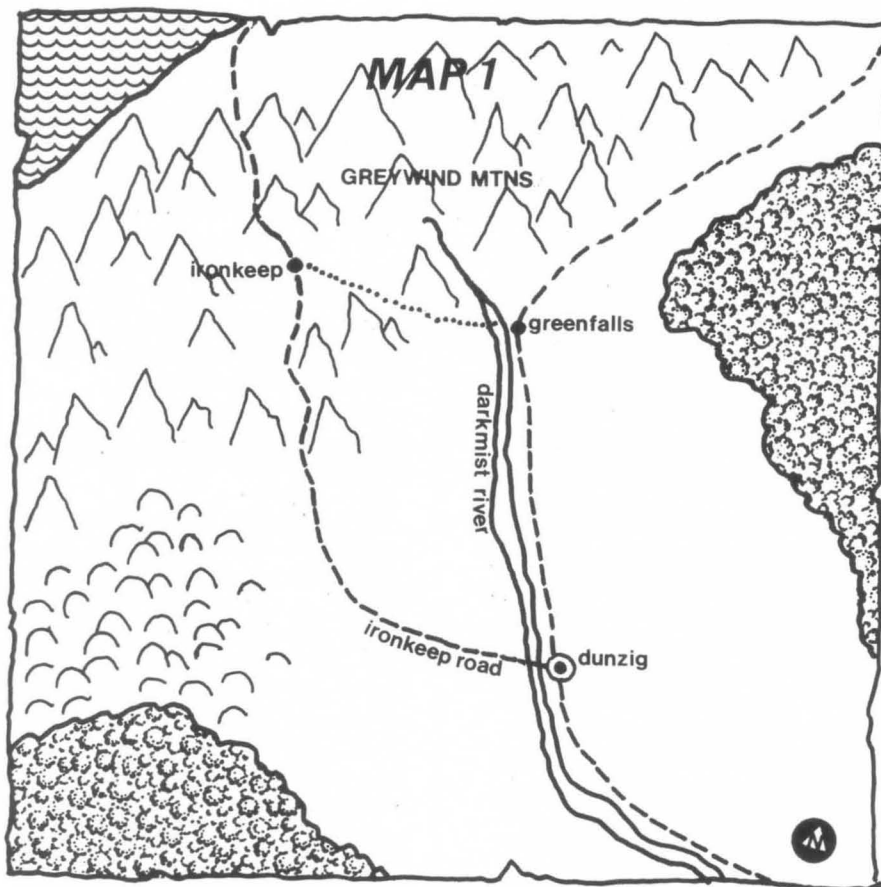
Ten weeks after Hartwig's departure, the PCs arrive in Dunzig. A town crier calls through the streets:

Let it be known that all men of able body and arm are called upon in Service of Baron Jakob von Manhofen to join an expedition of great import into the Greywind Mountains. Those undertaking the journey will be richly rewarded upon successful completion of the task. Applicants apply at the Rose and Gauntlet Inn. Experienced men-at-arms only.

The crier has been commissioned to spread word of the Baron's plan: send a second expedition into the mountains to find Hartwig. Everyone in Dunzig knows of Hartwig's disappearance and can explain that the Baron has been in Dunzig for three weeks. No one has responded to his calls for aid. Everyone is afraid to enter the mountains. The Baron even sent a troop of soldiers after Hartwig, but they never returned! Actually, Gretchen bribed the Captain to give up the search prematurely and take his men elsewhere. The Baron, Gretchen and Edmund are staying at the Rose and Gauntlet Inn where they are receiving applicants.

The Rose and Gauntlet is located in the rich part of town. The regular clientele are presently patronizing other establishments, insulted by the ruffraff the Baron is inviting in. Since Manhofen is paying double rent for each room in the inn, the management doesn't care who he invites.

Jakob and Gretchen both seem overjoyed to meet applicants who are actually seasoned adventurers. The appear sincere and offer any information



the PCs desire about Hartwig's disappearance. Anyone talking to Edmund, a slimy little runt, may make an intelligence check. A successful roll indicates that Edmund is rather distant and undisturbed by the whole situation. Asked about his behavior, he explains: "I'm still in shock over the idea-- my brother-in-law hurt or lost somewhere." He actually cares little for Hartwig and simply can't act worth a darn.

The Baron offers 500 gps to each PC making the journey. 100 up front and 400 after Hartwig is found. The PCs are also put up at the Rose and Gauntlet Inn, but are expected to set off as soon as possible. Any needed provisions will be provided by the Baron at his own expense.

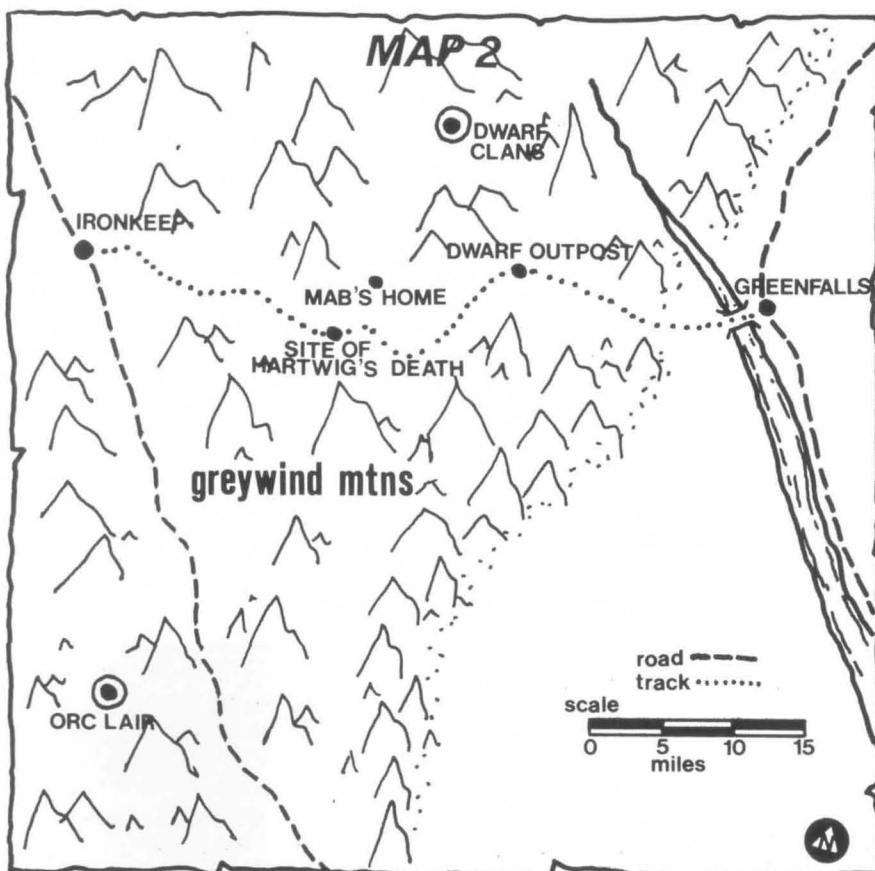
On the Trail

Hartwig's expedition travelled up the Darkmist River (see map 1). It becomes unnavigable ten miles outside the mountains at the village of Greenfalls. From the village, a forty mile path leads to Ironkeep. At Greenfalls, Hartwig gave up his boats and set out on foot for Ironkeep before being murdered.

The PCs may choose to travel to Greenfalls by land or water. On request, the Baron will hire a river boat and crew. River tolls amount to 10 gps. Road tolls total 8 gps per person and 16 gps per horse. Barring unexpected delays, the trip to Greenfalls takes 14 days by boat, 10 on foot or 8 by horse.

There are two inns in Greenfalls. Hartwig exercised his authority and landed free lodging at the finer of the two: The Howling Hound. The Innkeeper and staff remember the Baronet well-- he and his group almost destroyed the place in their revelry. The villagers also remember Hartwig, mainly for the insults he hurled at them and the Dwarven community in particular. The day after its arrival, the expedition set out again. Hartwig hasn't been heard from or seen since. The locals happily assume he's dead.

Characters with tracking skill are able to pick up some old and faded signs of Hartwig's departure from Greenfalls (faint tracks, etc.). There are also more noticeable signs--



empty wine bottles tossed in the bushes by the trail. Mounts and pack animals may be acquired in the village, but once in the mountains the animals will only be a nuisance.

Along the Road

These are some quick encounters that may be used as the characters wander into the mountains. They're intended to add spice to the journey and offer some indication of Hartwig's personality.

1. Pedlar: The PCs meet a pedlar in a horse-drawn wagon. He wanders the area selling goods to the widespread settlers. He met the Baronet before the expedition entered the mountains and was generally harrassed by the group. His cart was overturned and some cooking pots were stolen. Still, he isn't adverse to throwing his sales pitch at the PCs, expounding the value of some contracts to fine (swamp) land in the southern provinces.

2. Collision: The PCs must pass two boats which have collided. The owners argue irrationally over who's at fault. No amount of reasoning resolves things and a fist-fight breaks out. The winner takes the loser's money, if allowed to.

One of the men met Hartwig's expedition. They ordered him to the side of the river and as the boat passed they threw buckets of night soil at the man.

3. The Big Catch: Approaching a farmstead, a boy may be seen fishing off the bank of a river. He's fighting what appears to be an enormous fish which suddnely pulls him in. Unable to swim, the boy begins to drown almost immediately. If that's not enough, the fish begins circling the boy as if to strike.

Big Fish: AR 7, Dice 2, body points 9, Attacks 1, Bite 1d8).

The fish attacks anyone trying to save the boy. An attack roll of 15% or less indicates a hit on the boy. If the boy is saved, his parents will be grateful and offer to put the characters up for the night. If the fish is killed, there'll be a cookout that night in honor of the characters.

The family also met Hartwig. Some of his men stole the family's pigs.

4. Eagle: A giant eagle circles over the PCs while in the mountains. It's simply curious and won't attack, although the characters don't know that. The eagle is out of missile range.

5. Homeless Orcs: An unsuspecting group of orcs is spotted travelling in the mountains and will soon cross paths with the PCs. The PCs can set a trap and capture or kill the brutes.

Five Orcs: AR 5, Dice 1, body points 7,5,4,4,3, Attacks 1, Club 1d6).

The orcs escaped their lair when the basilisk attacked (see "Is Anyone Home") and now roam the countryside in search of new territory.

6. Ambush?

While travelling in the mountains, the PCs enter a canyon. By a freak of nature, wind blowing through the canyon makes a sound similar to hushed voices. No words are discernible, but the sounds intensify as if an ambush is imminent. Minor rock slides, as if someone is on the canyon ledge, will add to any paranoia.

Into the Mountains

Given an eight hour day of travel, the average person covers about 15 miles by road or 12 by track while in the mountains. Mounted, 17 or 14 miles are covered, respectively.

Travelling off road in the mountains is slow and dangerous. People cover about 10 miles per day. Mounts cannot be ridden and they travel at 5 miles per day. For each day of travel off-road, an agility save must be made by each character. PCs leading horses suffer -10% to the roll. A failed roll means a PC has suffered 1D6+2 damage from falling and generally bashing himself repeatedly. If a horse is being lead, there is also a 50% chance that it is damaged as well. A horse that suffers more than half of its body points in damage in one day becomes lame. The horse can't travel further. Characters with mountaineering, Rope Use, or similar skills automatically make the save, as do dwarves and gnomes. Using climbing skills to help others gives them a +10% modifier on the agility save, but not if the character is also tending a horse.

Refer to map 2 for the journey into the mountains. Hartwig and his group took the track from Greenfalls into the mountains. Hartwig bypassed the dwarven outpost shown, refusing aid or directions from the dwarves. The outpost is about 25 miles into the mountains, 35 miles from Greenfalls.

The PCs ought to arrive at the outpost by nightfall. A group of dwarves watches the track at all times, keeping an eye out for trouble. They respond to the party in one of two ways, depending on whether there's a dwarf among the PCs.

If there are no dwarves in the group, the first sign of dwarven presence comes in a husky, "Who goes there?" The PCs are asked to state their business. Given a straight, credible answer and no grief, four dwarves appear to lead the PCs to a plateau where they may safely rest during the night. This is just one of their ways of maintaining peace in the mountains.

If the party gives them the runaround, the dwarves will order the interlopers back to "Man's World." Of course, the dwarves can't make the PCs turn back unless they use force (and there are too few of them to safely challenge anyone). Instead, the dwarves tail the PCs for a few days to

GALACTIC POWER

A PLAY-BY-MAIL GAME OF
INTERSTELLAR CONFLICT
IN THE FAR FUTURE

The oppressive Interstellar Empire has finally fallen. You are the ruler of a solar system as the galaxy is plunged into civil war. Your abilities will determine if you can survive to claim GALACTIC POWER.

As a player you can: increase your wealth and power by conquest, industrialization and trade, conduct diplomacy with other players, construct your own starships by selecting from pre-fabricated modules, move your starships using a unique dual-phased movement system, attack or defend solar systems with starships, Space Battle Stations, assault or defense infantry teams.

GALACTIC POWER has an uncomplicated rules structure, and is designed with an emphasis on playability, strategy and player interaction. The first two turns are free - each turn thereafter is only \$2.50. Send \$1.50 for the rules, or for more information write

VIGARD SIMULATIONS

161 Deer Park Ave.
San Rafael, CA 94901
USA

be sure they don't make trouble with the more respectable inhabitants of the mountains. If you like, the dwarves can be used as a calvary, rescuing the PCs if they get in over their heads (but not without saying, "I told you so.")

If the party includes one or more dwarves, the group receives a warmer welcome. They are invited into the outpost, where a handful of dwarven guards reside. The dwarves recount their encounter with Hartwig. He was insulting, calling them "inbred beard pullers" and "rock-licking toadstool squatters." He refused to go back to "Man's Land" so they let him pass. However, they didn't bother to tail the entourage, instead let Hartwig meet his own fate.

They later found signs of Hartwig's last camp, where the local orcs dragged off the goods. The dwarves suppose the orcs wiped out Hartwig's group-- no love was lost. The lair of the orcs is to the southwest, and

they've been known to attack travellers in the past.

Since Hartwig's disappearance, the orcs' activity has declined. A troop of dwarves obliterated a large orc hunting party about a month ago, but didn't suffer the usual retaliatory strike (for the reason why, see "Is Anyone Home," below). Undermanned as they are, the dwarves can give directions to the orc lair, but can't provide any guards.

The dwarves generally refuse to reveal the location of the rest of their people. Only another dwarf can learn where the clans and their tunnels are located: about 15 miles north of the outpost.

Is Anybody Home?

The following morning, the PCs awake to find themselves with just two guards. If the PCs stay any longer, they'll try to dwarves'

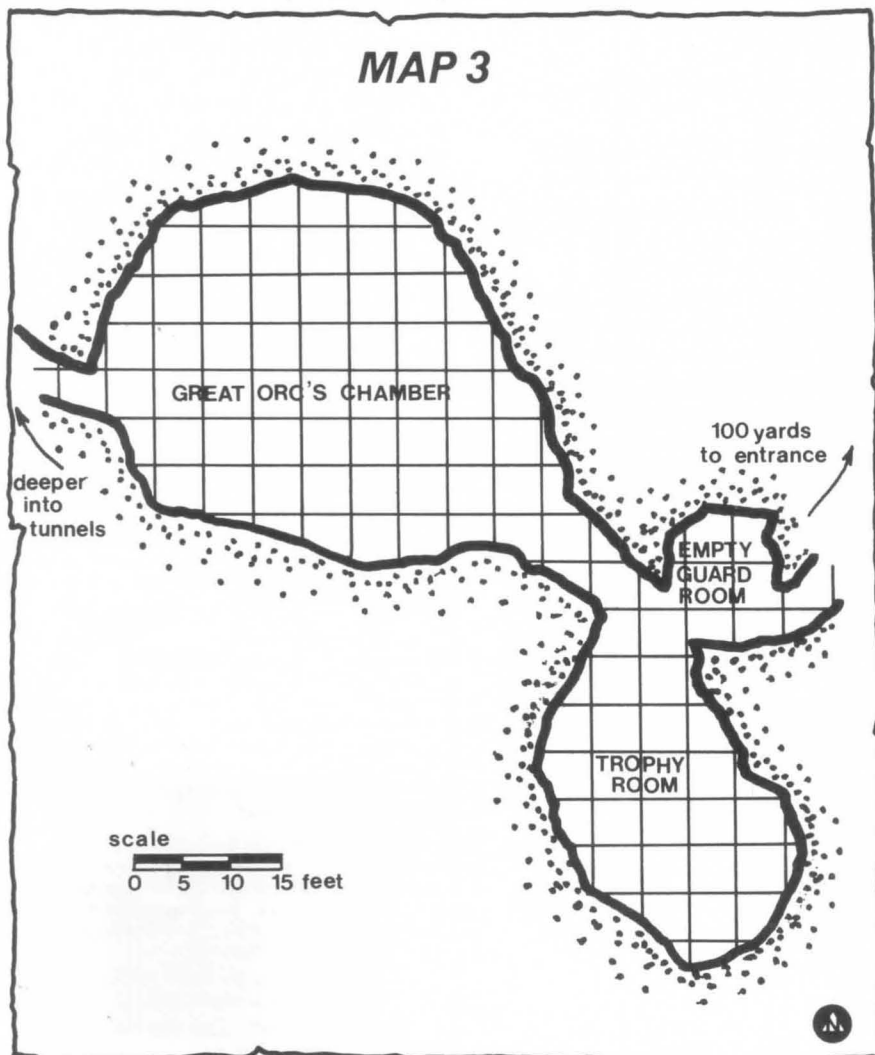
patience. To get to the orc lair, the party has to travel overland. If they wish, the PCs may leave their mounts with the dwarves. Non-dwarves must pay 5 gps. The dwarves may even provide medicinal aid to wounded PCs if a healthy tithe is paid to the dwarven god.

Making good time, the group will arrive at the orc lair by midday on the third day of travel. Without skills like Direction Sense, it might take four or five days to arrive. Surprisingly, there is little if any orc activity around the lair. Orc lookouts will not be found. It's easy to get within spying distance of the orc tunnels (the front door-- not even the dwarves have discovered the back entrance). No signs of life are apparent, aside from a few odd looking humanoid shapes. Closer inspections proves the shapes to be orcs, frozen in poses of terror. They've been turned to stone. More statues are inside the tunnel.

Here's what happened: the dwarven attack on the orc hunting party had more devastating effects than anticipated. Severely weakened, the remaining body of orcs went into hiding deep in the tunnels until their number could be rekindled. Unfortunately, their reduced number left them vulnerable to further attacks. A particularly large basilisk happened upon the front floor of the tunnels and decided that the area would make a wonderful new domicile. Needless to say, the orcs could not properly defend themselves so were either turned to stone, eaten or forced to escape. Most that did escape went south to avoid the dwarves. The basilisk still resides within the tunnels.

The PCs may choose to descend into the apparently abandoned tunnels or may choose to go elsewhere. Entering the tunnels shouldn't be an easy decision, though. An odd, low, echoing growl warns the PCs that something is still in the tunnels. Going in won't be as easy as picking on a kobold.

The orc tunnels are littered with humanoid remains, orcish possessions, offal and orc statues. The actual layout of the tunnels is unimportant for purposes of this adventure. You may design the complete tunnels if you like. The caverns of importance are shown on map 3. They are the



Great Orcs's chambers and the trophy room.

The Great Orc's Chamber

This large cavern is strewn with wreckage that was once considered valuable by the Great Orc, the chief of the tribe. At the north end of the cavern sits a large stone throne. It rests on a pile of skulls which have been inset in a stone bed. In the center of the room stands a statue of the Great Orc. He wears thick furs, a necklace of skeletal fingers, and holds a jagged sword at the ready. All of these things have been turned to stone. His pose suggests bold steadfastness, but his facial features mark the realization of a grave error.

To the west end of the cavern is the bed of the basilisk. The beast sleeps 60% of the time, but awakens at the slightest noise. Awake or aroused, the monster won't leave the room, but lies in wait to surprise intruders with its gaze. If the characters catch it asleep and do not waken it first, they will gain a full round of attacks and will automatically win initiative checks in the second round. Thereafter, the basilisk fights normally.

Basilisk: AR 4, Dice 6+1, body points 44, Attacks 1, damage 1d10, special: gaze attack.

Given the chance to thoroughly search the room, the PCs will find 120 gps in coins and jewelry amounting to another 170 gps. There is also a +1 shield and a potion of healing. The latter is wrapped in a cloth and hidden behind a rug with hangs on the wall.

Trophy Room

This cavern was once filled with orich prizes of war. The Great Orc was proud of his military achievements and collected trophies. There is nothing magical in the room, but items like dwarven shields, a knight's suit of platemail armor, and a rival tribe's banner can still be found. Of interest to the PCs is a stuffed body. It's Hartwig. The Great Orc, claiming a victory over the blundering travellers (though it wasn't his victory), saved Hartwig's body as the prize since he was clearly an important human. Stuffed, Hartwig was dressed in rags mocking his former social standing. One of the PCs must notice that Hartwig's ring finger is missing. The

remainder of the body is relatively undisturbed. A successful Knowledge save indicates that the finger was cut off before the body was stuffed. The finger and its ring are nowhere in the orc tunnels.

Out of the Frying Pan

Should the PCs survive their encounter with the basilisk, they must decide what to do next. If Hartwig's body is recovered from the tunnels, it may be returned to Dunzig as proof that Hartwig was ambushed by orcs. The PCs will earn their pay, but won't have learned the truth. The fact that Hartwig is physically unharmed, save for the missing finger, is evidence enough to suggest that more has happened than is implied. By this time, the poison in Hartwig's system has broken down and is undetectable. Fortunately, the PCs need not wait long before another piece of the puzzle falls into place.

The half-orc spy, Snaag, who infiltrated Hartwig's camp, also survived the basilisk's attack. He and

some warriors fled the tunnels to find another tribe. Snaag decided that he would remain in the area of the tunnels, rather than head south. Unbeknownst to the PCs, one of Snaag's spies spotted them outside the tunnels.

Furious that someone else should claim his home, Snaag has arranged an ambush for the PCs. After they have left the tunnels and travelled for a few miles, the PCs spot a man lying across their path. He moans as if in pain, and seems to have an arrow stuck in his shoulder. This is actually Snaag who has dressed himself up to look even more human. If the PCs announce their presence to the "wounded man," Snaag calls out with a Latvulian (French) accent (Latvulian is an ocean-going neighbor nation to the north): "Pleaze, 'elp me. Pleaze! There are orcsz neer."

Snaag's injuries are faked. He plans to get the PCs' attention while his orcs spring upon the party. Anyone helping Snaag learns only too late that it's a set-up. Roll surprise to determine if the PCs are caught unaware. Snaag attacks the closest PC with his dagger. Seven orcs simultaneously leap out of

GURPS®

GURPS, the Generic Universal RolePlaying System, is designed for adventures in any time or place — past, present or future. With one set of rules, you can now adventure in any world you choose.

So . . . who's playing *GURPS*?

Lots of people! The *GURPS Basic Set* is already in its third printing. There are ten worldbooks, as well as 32 adventures and supplements — and more products are released every month.

The *GURPS Basic Set*, Third Edition received the Origins Award for Best Roleplaying Rules published in 1988 and *GURPS Space* received the Origins Award for Best Roleplaying Supplement published in 1988.

The latest *GURPS* products, including the *GURPS Basic Set* and *GURPS Space*, are on sale at fine hobby retailers everywhere.

STEVE JACKSON GAMES

BOX 18957-Z

AUSTIN, TX 78760

GURPS is a registered trademark of Steve Jackson Games Incorporated.

Steve Jackson's

GURPS

GENERIC UNIVERSAL ROLEPLAYING SYSTEM



STEVE JACKSON GAMES

hiding mere feet from the PCs. Should the party refuse to assist the "Latvulian," the orcs rush out on their own, still having a chance to surprise the characters.

Snaag: AR 3, Warrior 7, PS 17, KN 10, IN 7, AG 15, EN 17, CH 7, AP 8 (human) or 5 (half-orc), body points 77, possessions: chainmail, ring of protection +1, longsword, dagger, Latvulian-style clothing, 22 gps, 7 sps.

Seven Orcs: AR 5, Dice 1, body points 8,8,7,6,6,5,4, Attacks 1, spear 1d6.

Snaag is the offspring of an orcish mother and a human father. Born and raised in orcish society, he has a surprisingly human-like appearance. In later life he offered his services to the Great Orc as a spy in Man's World. Now he is capable of slipping back and forth to both worlds, sometimes letting traits of the wrong culture show through.

Snaag's orcs flee individually from combat when they are reduced to 2 or fewer body points, unless Snaag makes a successful Charm save each time. If seriously wounded himself (ie. reduced to ten body points), Snaag surrenders and bargains for his life. Should Snaag ever be killed or captured, the remainder of the orcs flee.

If interrogated, Snaag explains that he was in Hartwig's group and prepared an ambush for the expedition, but found that it had been mysteriously wiped out during his absence. While the rest of the tribe celebrated a victory, he found the assassin's trail and traced him to Mad Mab's shack. Superstitiously wary of Mab's powers, Snaag left things at that and accepted the glory heaped on him by his kind.

If ordered to lead the PCs to Mab's shack, Snaag will begrudgingly comply, but only in exchange for his freedom. To assure his safety, Snaag asks the most noble seeming PC to swear to the agreement. If the PCs are clearly going to break the deal, Snaag secretly chews at his bonds and escapes at the first opportunity. Because he knows the mountains better than the PCs, he easily escapes after gaining a 100 yard lead. Snaag has no difficulty moving through the mountains, but other non-dwarves or gnomes must

reduce their movement rates by one half.

Should Snaag and his companions defeat the PCs, they collect the bodies, take them into the tunnels and hold a victory feast.

Mad Mab

The hermit known as Mad Mab lives in a small shack in a wooded valley. Her home is about five miles north of the Greenfalls track, as indicated on Map 2.

Mab's home is a one-room affair with a goat pen attached to the side. The structure is made of straw and mud. It has rickety wooden doors in front and leading into the pen. Holes for windows are in the walls, but no glass is present. A hole in the roof allows smoke to pass outside.

Mab is obsessed with her goats and loves them like family. Each is named and, to her mind, has a personality of its own. She does anything to ensure their safety. When the PCs approach, Mab is busy with her goats in the pen. Her charmed companion, Albert Heichman, is piling firewood as Mab commanded him. He follows her every command, walking around with a glazed look in his eye. He never speaks unless told to, and even then utters bare minimum. Albert cannot defend himself without Mab's say-so. The PCs will have plenty of time to survey the home before acting.

As soon as Mab becomes aware of the PCs' presence, she orders Albert to attack. In the meantime she herds the goats into the house and latches the door. She stays inside to protect the goats and doesn't attack or cast spells until she or her goats are threatened. When a door is opened, goats spill out. Anyone opening a door must make an agility save to remain standing. If the goats are threatened directly, Mab surrenders, commands Heichman to cease his attacks, and begs for her pets' lives. Left to fight, Albert mindlessly battles to the death.

If Mab is killed or incapacitated before Heichman is, her spell over him is broken. He collapses and remains unconscious for ten minutes. Upon waking, he remembers all that's happened to him and is willing to exchange information for his freedom.

The PCs may well refuse him after hearing his story. In that case, he makes use of every opportunity to escape. He will never allow himself to be turned over to the authorities. That would mean certain doom. In Albert's pocket is Hartwig's decaying finger with the ring still around it. It is proof that he killed Hartwig and may be brought forth as evidence before the Baron.

Should she survive, Mab can also inform the PCs of Hartwig's fate. She can order Heichman to tell the truth, especially if a goat is at sword-point. Mab would prefer to live in peace with Albert than have any trouble. Therefore, she does not pursue the PCs after they take what they want and move on.

Finally both Heichman and Mab know it was Gretchen who hired him to kill Hartwig, but neither know why.

In the event that Mab and Albert defeat the PCs, the party is stripped of its possession (spellcasters in particular). Albert dumps the bodies about a mile away where the survivors can fend for themselves.

Mad Mab: AR 10, Wizard 4, PS 6, KN 16, IN 14, AG 7, EN 7, CH 7, AP 6, body points 10, Attacks 1, staff 1d6, spells: charm person, magic missile, spider climb, forget, darkness 15' radius.. possessions: staff, spell components, spell books (heavily soiled), and a piece of goat's cheese.

Albert Heichman: AR 7, Assassin 8, PS 16, KN 12, IN 10, AG 17, EN 15, CH 10, AP 17, body points 49, Attacks 1, longsword 1d8, possessions: everything but his sword, clothes and Hartwig's finger have been disposed of by Mab.

Mab is a grey, stooping old woman with a mysterious past. No one knows where she came from, but it's well-known that she simply wants to live in peace. Both the dwarves and orcs are aware of her presence but avoid her out of disinterest or fear, respectively.

Albert was raised by his father in a village outside Dunzig. Trained from youth to be a thug, Heichman found the transition from robber to murderer an easy one to make-- the pay was certainly better! Albert now works in Dunzig and will assassinate anyone for the right price. However, he may

be spending a lot of time with Mab from now on.

Aftermath

If they survive all the encounters and have evidence to indicate Hartwig's fate, the PCs will probably want to return to Dunzig and collect their pay. The return trip should be relatively uneventful since the PCs undoubtedly need time to recuperate. Healing may be found with the dwarves or in Greenfalls. A boat can be chartered in Greenfalls, at the baron's expense, to carry the party back to Dunzig.

Uncertain of her safety, Gretchen hired a number of people to keep a look out for the PCs. If they should emerge from the mountains, a message is sent out by special courier alerting Gretchen. By the time the PCs arrive in Dunzig, Gretchen and Edmund are long gone.

The Baron shows no surprise when told how his son died-- whether by orcs or assassination-- but refuses to

believe that Gretchen had anything to do with it. The assassin's story and Gretchen's sudden disappearance are proof of her schemes, though. If Albert Heichman was successfully brought to Dunzig, he bargains with the baron for his freedom. In return he reveals the identity of his employer-- a bargain the Baron makes and expects the PCs to respect. If Hartwig's body was not recovered, the Baron makes arrangements to have it returned for burial.

Should the group fail and be unable to account for Hartwig's death, the Baron refuses to pay them. To cheat the Baron where his son's death is concerned means to suffer his wrath. PCs caught lying in order to collect the reward are forced out of town by the city guard and their names will be publicly disgraced-- a harsh penalty by the Baron's standards.

PCs who successfully complete the mission earn Gretchen's hatred. By exposing her as a scheming murderess, they have effectively denied her of her inheritance. Gretchen will be back

seeking revenge. In fact, this adventure is designed to introduce her as a villain you can have return again and again.

Gretchen von Manhofen: AR 10, PS 10, KN 16, IN 15, AG 12, EN 10, CH 17, AP 17, Dice 1, body points 5, Attacks 1, dagger 1d4, possessions: jewelry worth 250 gps, rich clothing, dagger, 56 gps.

Born and raised a brat, Gretchen always expects to get what she wants, including the Barony. She is demanding, heartless, insensitive, and yes, just a little bit cruel. However, with her ability to act and charm, she comes across as an entirely different person. She always wears the finest of dress and never looks less than beautiful.

The following profile can be used for both Baron Jakob von Manhofen and Gretchen's husband, Edmund: AR 10; Dice 1; Body Points 2; Attacks 1; Damage: (dagger) 1d4. Possessions: fine clothes, jewelry amounting to 75 gps, 50 gps.

OPERATION: CONTACT

D.S. Computing, P.O. Box 2434, Santa Fe Springs, CA 90670

OPERATION: CONTACT, the computer assisted Opponents Wanted service endorsed by most major wargaming magazines including: *Battleplan*, *CounterAttack*, *Fire & Movement*, *The Grenadier*, *Strategy & Tactics* and *The Wargamer*.

This is a service where wargamers from all around the United States (sorry, foreign country services are not available at this time) can add their name, address and areas of wargaming interest to a single database which will match players together.

To join by simply adding your name to the database for a year, send in the Data Entry Sheet.

For a printout made especially for you at the time of the next printing all we ask from you is a self-address stamped envelope. THAT'S RIGHT, NO FEES Just the cost of a stamp.

So add your name to the growing ranks of interactive gamers by sending a copy of the completed Data Entry Sheet (feel free to copy it for any friends of yours or wargame clubs who wish to join and pass them around!) to:

Operation Contact
P.O. Box 2434
Santa Fe Springs, CA 90670

We at D.S. Computing, the organization behind Operation Contact, and each of the above mentioned wargame magazine publishers, feel it is high time for wargamers to reach out, find new opponents and make some good "gaming buddies." Won't you join us in OPERATION: CONTACT and enlist in the ranks of interactive wargamers?

SIGN-UP FOR FREE!!!

OPERATION: CONTACT Data Entry Sheet

Please type or print very neatly!

Name: _____
Address: _____
City: _____ State: _____ Zip: _____
Age: _____ Phone Numbers -Day: (____) _____ Extension: _____
Evening: (____) _____

Circle all that apply:

Favorite epochs: 1.Ancient 2.Dark Ages/Renaissance 3.Pre-Napoleonic/30 Yrs War 4.Napoleonic 5.Am. Civil War 6.World War I 7.World War II 8.Post WWII 9.Modern

Favorite mediums: B = Board M = Miniature C = Computer P = Play-by-mail

Favorite scales: A = Tactical B = Operational S = Strategic D = Political

Favorite complexities: 10 = Introductory 20 = Low 30 = Moderate

40 = Fairly Complex 50 = Highly Complex

Mark the box ☐ if the statement applies to you:

- ☐ I do not wish to be listed with wargamers under 20 years of age
- ☐ Arranging transportation is difficult for me, so I would prefer to play at my home
- ☐ Arranging transportation is easy for me, so I can travel, (Have games will travel!)
- ☐ This is a club or association with dues, the cost is: \$ _____ per _____
- ☐ This is a club or association without dues

Please list below the six games for which you are most seeking opponents:

1. _____ 4. _____
2. _____ 5. _____
3. _____ 6. _____

To activate your enlistment with OPERATION: CONTACT, send in NO Money. This is now a "FREE" service to all Gamers and their Clubs. Simply send in the above Data Entry Sheet to join. If you would like a listing of Gamers in your area send in this completed form and Self-Addressed envelope to:

OPERATION: CONTACT
P.O. Box 2434
Santa Fe Springs, CA 90670

**THAT'S RIGHT, THIS IS A FREE SERVICE TO YOU!!!
NO FEES AT ALL.**

D.S. Computing, the people responsible for OPERATION CONTACT, and those endorsing it, claim no liability for persons contacted through this service, nor make any guarantees of any kind except those stated in promotions. D.S. Computing reserves all rights to the database created for OPERATION: CONTACT, including the right to resell it. D.S. Computing does not plan to sell telephone numbers in any way other than as part of its regular Opponents Wanted service, particularly for telephone solicitations, because they hate getting those calls as much as you do.

CONTACT CODE NUMBER: _____

ON YOUR MARK...

our regular contest column

by Stephan Wieck

WHITE WOLF Magazine's contest column returns this issue with the results of our riddle contest which was announced in issue #17. The response was wonderful. From all of your entries, I have compiled a list of the best riddles. Any of you gamemasters, like me, who had problems dreaming up clever questions for your players, now have a nice list of perplexing poems to riddle your players with. I believe there are enough riddles in the list to last most role-playing groups through a year of sphinxes, dragons, or magical mouths. Of course, a gamemaster may just wish to use all of the riddles in one adventure and exhaust the list in one blaze of glory. Whatever use you make of them, I hope you enjoy them as much as I have. Next issue, I'll announce WHITE WOLF Magazine's newest contest, so all of you prize-seekers stay tuned.

Now on to the winners of the riddle contest and all of the honorable mention entries. The answers to all of the riddles appear at the end of this column so challenge yourself before you look. First Place goes to Mike McLeod of Panama City, Florida. Mike is our first two-time winner since he also had a winning entry in WHITE WOLF Magazine's monster contest (the winners of that contest were printed in issue #13). Mike will be receiving a twelve issue subscription to this magazine and will also be getting a free copy of FASA's newest game, Shadowrun. Congratulations to Mike. I like Mike's riddle because it had nice rhymes and it depended on several subtle clues to describe its answer. Mike's winning entry goes like this:

Winning Riddle

I am a home and yet a mortuary
For those who are not among the wary
With my builder I will converse
But not in speech or verse
In morning mists I am revealed
But by daylight I am concealed
Built by my owner's utmost care
But easily destroyed - just a tear
Ingrained in memory - the facts not deleted

In rebuilding the dimensions are repeated

Now over these clues your mind must fly

Pondering the question - "What am I?"

Second Place

The race for second place was tough, but the award was given to Chris Hind of North York, Ontario. Chris, like our cartographer, Ken Cliffe, is Canadian, but we Yanks decided not to hold that against him. Chris submitted three very short riddles. One of the riddles stood out as the best and won second place. Chris will receive any four back issues of WHITE WOLF Magazine that he chooses as his prize. Congratulations Chris. The second place riddle was:

I use earth, air, fire, and water to make a point.

Honorable Mentions

The best of the other contest entries are listed below. Thanks to everyone who entered.

Riddle #1

When my lord brings me inside
Within a leather coat I hide.
But naked I dance upon the field
In summer sun or winter cold.
--Erol Bayburt of Scotch Plains, NJ

Riddle #2

An iron-beaked bird with a neck
made of pine,
It flies through the sky with its
wings left behind,
It lies in its nest with its feet in the
air,
Somehow I think that it just doesn't
care.
--Erol Bayburt of Scotch Plains, NJ

Riddle #3

What can bring incredible joy to
people,
Yet also causes unbelievable pain?
What can cause untold chaos and
damage,
yet is ultimately the hope of
mankind?
--James Garner of Cookeville, TN

Riddle #4

At the end of a passage built out of
stone
Lies a sparkling store to appease
anyone.
--Paul Hoemke of Saint Paul, MN

Riddle #5

At dawn a leaf creeper.
At noon a stem sleeper.
At dusk a sky sweeper.
--Paul Hoemke of Saint Paul, MN

Riddle #6

A small limpid pool so glassy and
still
Surrounded by silver or oak.
The creatures within the pool's
visible depths
Are a quiet and mimicing folk.
But don't break its surface whatever
you do
Or the pool will be shattered and
broke.
--Paul Hoemke of Saint Paul, MN

Riddle #7

The red one licks the black one's bottom.

--Chris Hind of North York, Ontario
(an ancient African riddle)

Riddle #8

What is it that is neverending?
By definition is always bending
Can have many chords but will
never be played

Symbol of perfection once its made
Has no temperature but words to that
effect

Obvious to those who wish to inspect
Not to be worn like jeweled finery
Just simply drawn, plain to see
Now to your task - Identify me
--Mike McLeod of Panama City, FL

Riddle #9

What is there in this world of ours,
that eats and eats but never dies,
unseen, but ever its presence felt,
as the world about it collapses and
melts.

--Toby Myers of Hamilton, NY

Riddle #10

I count time in circles.
I have no voice,
But my limbs allow me to whisper in
the wind.

What am I?

--Muruganandh Shanmugasundaram
(thank goodness I don't have to
pronounce printed words) of Ames, IA

Riddle #11

The water is my home.
I become my own tombstone.
My color is my name.

What am I?

--Muruganandh Shanmugasundaram
of Ames, IA.

Riddle #12

Men heed my advice,
But my opinion shifts with the wind.
What am I?

--Muruganandh Shanmugasundaram
of Ames, IA.

Riddle #13

Taller than forests,
Lighter than air,
Often do I break,
And often do I tear.
Home of the ocean, river, and lake,
In spring do I give,
In summer do I take.

--Thom Vincent of Evanston, IL

Answers

Winning Riddle= a spider's web

Second Place= a blacksmith

#1= a sword

#2= an arrow

#3= children

#4= a water well

#5= a caterpillar/butterfly

#6= a mirror

#7= fire and a pot

#8= a circle

#9= a black hole (SF RPGs) or a

Sphere of Annihilation in FRPGs

#10= a tree

#11= coral

#12= a weather vane

#13= cloud

THE LAND OF KARRUS

Three unique races --
the primitive, magic-using Karrutians,
the high-tech, bionic Heqi,
and the disembodied, enslaving Utrians --
vie for control of the planet Karrus
while searching for the
Treasures of the mysterious Old Ones.

Complex economic, movement, and combat systems
are featured in this open-ended,
computer-moderated, play-by-mail fantasy game.
Rules, set-up, and first two turns cost \$10.00.
Subsequent turns are \$4.00.

To play, or for more information, contact:



P.O. BOX 1547 GLENDORA, CA 91740



Fantasy Realms of Play-by-Mail

descriptions of the lands of fantasy PBM games

There are numerous worlds in which to adventure while playing RPGs. TSR's World of Greyhawk, Columbia Games' Harn, Mayfair Games' City-State of the Invincible Overlord and many others. However, RPGs do not have a monopoly on interesting fantasy worlds; some play-by-mail companies moderate games set in some very fascinating worlds.

The following descriptions give you a sample of what's available. Space considerations made it impossible to describe every unique fantasy environment in PBM, but here are some of the most interesting ones.

Adventurer Kings

Moderated by: Ark Royal Games, Box 6378-F, Aloha, OR 97007

Long ago, the world was ruled by a great Emperor who enforced justice and maintained world peace. But the Empire was torn apart by the petty disputes of small-minded nobles, and the world was plunged into a dark age of barbarism. After centuries of warfare, strong Kings who dream of a second Empire have begun to emerge in different parts of the world. You are such a King. Your goal is to reunite the Empire under your rule, and to maintain the Empire by awarding high office to those men who have demonstrated the most merit for such honor, regardless of their creed.

The world-map has a vast expanse of untouched lands and dark lairs inhabited by dangerous monsters, and there are many armies and magical items for any King who dares to dream of glory. Each game has about ten player-Kings, 90 other characters, 60 magical artifacts, 15 types of armies and 25 spells.

Each world is completely different so you don't have to worry about

players who have already played and collected data for all the Kingdoms.

Battlelords

Moderated by: Creative Keys, PO Box 7594, Fredericksburg, VA 22404

You have been summoned, at the point of a soldier's lance, to an audience with your king. You curse the ineptitude of the subordinates that landed you in this dungeon in the first place. As you stumble up the stairs, you consider your "crime." Your style of leadership could never be considered a threat to the state by any reasonable man!

Your thoughts of lofty arches and balconies are broken as you enter the throne room. To your surprise, there are other prisoners present. The King's Chamberlain steps forward to speak:

"The King has struggled for a strategy to deal with those of you who feel that the kingdom is in need of political renaissance. His majesty is opposed to execution, as he feels that even you have something to contribute to his realm. A contest has therefore been devised. Our wizards have opened a portal to another land, one rich for the taking. Each of you will be given a province to govern and develop as you see fit.

"Each of you will also be given three unique keys. Herein lies the contest: these keys will unlock a vault inside a unique castle constructed of the same material as the key. For example, the Ancient Jade Key will open Ancient Jade Castle. The vaults will contain a treasure. The first of you to retrieve all three of your own treasures will be declared the winner.

"This is by no means an easy task. The castles are heavily fortified and are scattered throughout the land. It is up to you to use your own militaristic, economic and diplomatic strategies to reach your goal."

Crown of Avalon

Moderated by: Midnight Games, 130 E. Main Suite 305, Medford, OR 97504

In late winter of 572, the throne of Avalon stands vacant. The early spring thaw is expected shortly and with it comes the renewed struggle for the throne. The hopes and plans of hundreds of lords will unfold in the months and years ahead. Their desires alone will determine who prevails and which factions will be supreme in the land, and which ones will be destroyed.

The Crown of Avalon game world is filled with thousands of characters and places to visit. There are the Halls of Hammathond, the Dwarven city of splendor. The magical city of Aesiteria, home of Xeremes, leader of the brotherhood of the Scarlet Hand. There are deep forests of Elarion where the bold will find the Elven city of Evenclear. The corrupt city of Shigtown is run by the Grand Mockers who have influence abroad as well. In the north there is Tosgard, the city of the fierce and proud Lion-men who call themselves Maratasen. The Nomads of the Shatoian Desert, the denizens of the Fenwick Moors, the lost city of Gwyth-Darion, the Jarls of Northloch and hundreds of other places and people are part of this world.

Crownless Earth

Moderated by: KRS Fantasy Worlds, PO Box 29, Ft. Ogden, FL 33842

The enchanting quests to find the King of Peace have begun. This PBM game interlocks five different campaigns of eight characters racing to return the prince to the Golden Throne. The world of Crownless Earth features new gods, creatures, magical weapons and legends. Within its domain are the lands of Western

Cruss, Eastern Cruss, Brambar, Maranda and a newly discovered continent far to the southwest. Travel within the world and see the evil city of WarLust, where the all-powerful WarKing resides. Enter the ancient, abandoned city of Crevice, barely rising above the sands of the Roma Desert and witness the invisible god's footprints that are etched upon the sands of the desert. Visit all the new faeries of the world, such as the Shadow Folk and the Tree Folk.

The five different campaigns: 1) **THE GOLDEN THRONE:** Travel from the coastal trading city of Simbar across the sea to the western land of Cruss. Then venture into the peaks of uncharted mountains to reach the Forst of Everlasting Day where the Golden Throne awaits in the castle of Vegras. 2) **A CRY FROM DARKNESS:** Travelling from the town of Amberlea, the party hears rumors of a mad man's cry within the Haunted Forest. Some say the howl is that of the beast which abducted the prince. 3) **DOWN BELOW THE EARTH:** A new continent has been discovered across the Sea of Volcanoes. On it stands an ancient city overlooking a dragon's cave. Explorer's have found small gold coins with markings rumored to resemble those of the prince's chamber. 4) **INTO THE PAST:** Travel back to the first day of Lun to guard the prince and prevent his abduction without the prince knowing your task. Meet the wizard who can send you back in the City of Visions. 5) **THE LOST TOWER:** Your instructors have challenged you to find the Lost Tower. The tower

may hold magic which will help locate the prince. You have horses for a quick departure from the City of Everlasting Night.

Dark Blades

Moderated by: Adventure Simulation Games, 22659 Keswick St., Canoga Park, CA 91304

Since the titanic battle between Black Fox and Dark Blades a millenia before, the hatred between the Mon-Oger and Human is building again to a crescendo.

Mon-Oger, the devilish creation resulting from human and orge cohabitation have lined up to fight humans once again.

The Mon-Ogers have a desire for revenge burnt deep in their souls-- never will they forget how they were enslaved and degraded by their once human masters. They now take great delight in matching man in his proficiency at trading and using their hard won skill in battle to good effect. The taste of human blood in their mouths and the sight of human brains held high on their spears ease the pain of years of slavery.

Humans now match atrocity for atrocity, making the land flow with the blood of all races. Man brings back the shrivelled and decomposing bodies of Mon-Oger as trophies to the great cheers of approval from settlement dwellers.

There can be only one end now: the total extermination of either the humans or Mon-Oger. The Goblins,

and others, add to the carnage by killing, raiding and torturing both sides.

This land of forgotten magic desperately needs help, which is not being provided by the few priests and sorcerers who roam the land trying to reclaim their past support and knowledge.

It is said that the final victors will be the ones who discover the secret of the Golden Dragon-- lying forgotten some dark place on the Isle of Labrynthia. Legend has it that the Golden Dragon holds great power, and that whoever finds it will rule supreme on the Isle.

Dukes of Hell

Moderated by: Dovin, Inc., PO Box 230184 Graves End, Brooklyn, NY 11223

"Then I saw angel descending from the heavens, holding in his hand the key to the abyss and an enormous chain. He seized the serpent of old, who is the devil, Satan, and bound him for a thousand years. He hurled him into the abyss, which he shut and sealed."

Satan had been the lord of Hell. With vast armies of Fiends and Devils, he ruled the nine planes mercilessly. However, he was not prepared for a group of powerful mortals who learned his talisman name. In so doing, they destroyed the very soul of Satan.

Although ominous sounding, the game is based on economic, diplomatic and political skills. As a Duke of Hell you will use your armies



DARK BLADES PLAY · BY · MAIL

*A Living
Adventure*

- 25000 mapable positions
- Dozens of trade items
- Simultaneous movement
- Fixed turn fees

- 20+ different types of armour & weapons
- 1000's of NPC's to hire, trade with, fight, speak to
- 70 elements built into every character & creature
- Play either a Warrior or a Trader

The unique Gamma Operating system to control the game has created a living world inside a computer, where the game could go on even without players.

Start-up package only \$10; you get a rule book, full color poster-size map & two free turns, in a full color box to keep your turns tidy. Further turns are \$3.50 each. There are no "hidden" extras no matter how large your position is.



**22659 KESWICK ST., DEPT 819
CANOGA PARK, CA. 91304, USA**

(818)702-0670

(Send check or money order to:)

of Vampires, Gargoyles, Dragons and 33 other types of ghoulish creatures to grab the throne of Hell.

The game does contain a disclaimer noting that it does not condone the worship of Satan and should be avoided by younger players.

Earthwood: Original

Moderated by: Game Systems, Inc., PO Box 160129, Miami, FL 33116-0129

Earthwood is an ancient world. Once, the inhabitants were too great to count. Elder gods smiled on them and they were given many wondrous gifts. The world was fertile and the people were happy.

Then the inhabitants turned away from the gods and began to worship only Science and Gold. Heedless of the old gods, the people advanced and could soon fly and communicate by thought alone. But the priests of the new religion, scientists, became jealous of one another and divided the world into kingdoms. Each kingdom had a ruler, called a Science Master, and they developed powerful weapons "to protect themselves" from the other

kingdoms. These were called weapons of Peace.

Tensions grew and many wars were fought. After many such conflicts, one scientist developed the ultimate "Weapon of Peace." His Science Master sought to control all of Earthwood and used the weapon as a threat. But, as happens to all who forsake the old gods, he found science and gold to be little aid against the combined might of the other kingdoms. In desperation, he used the Weapon...

...The world was decimated and many mutations occurred. The old gods have ordained that the cities should be united under one strong rule so the corruption of science and gold be forever kept in check.

The Land of Kharrus

Moderated by: Paper Tigers, PO Box 1547, Glendora, CA 91740

The wanderers of Kharrus continue their odyssey in search of the Treasures of the Old Ones. Exploration of the Jol area is rapidly approaching completion. An important discovery regarding the ancient map of Kharrus has been made by Recan of the Heqi Militia. Economic development is important to all. Many have journeyed to the trading post at Jol to buy items from the Pren.

The ruins of the Old Ones' civilization remain hidden from the early explorers of Kharrus. The mysterious Old Ones cemetery of Oba lies nestled between two branches of the Oba River, north of Rota Lake. Who will be the first to discover it and unlock its secret? Who will be the first to bear away the trophy guarded by the Dead?

Contrary to their gloomy name, the Doom Seekers are the happiest group in the land. Their weekly orgiastic carnivals feature the largest quantities of crystals, herb and other delights and have made Flying Wolf's Karrutians permanently joyful. Alror's Prub Clan have also made good use of this method to raise morale.

Nom N. Clature, the leader of the Punjabs of Ontar, ordered his faithful Karrutians to attack an anonymous Utrian group. There were plenty of casualties on both sides, but the Punjab emerged victorious.

The Utrian Tribe Mephistopheles has founded a new alliance, Evil Unchained. Their stated goal is the domination of Kharrus. Apparently, they plan to terrorize whoever they contact. Several groups were treated to the horrible spectacle of Asmodeus's skeleton messengers riding through their camps, leaving a bloody trail in their wake. Will a force equal to Evil Unchained rise to prevent them from their diabolical plan to rule Kharrus? Or will they succeed in controlling the beloved planet where the Old Ones once lived and ruled?

Venom

Moderated by: Game Systems, Inc., PO Box 160129, Miami, FL 33116-0129

In a non-descript corner of the multiverse, rotating peacefully in the glow of a warm and cheery sun, existed a quiet and unassuming world bearing the curious and unlikely name, Venom. Venom was covered with fruitful trees, mighty mountains and speckled skies. Season followed season and all was right with the world. Until...

"Enough!" the High Lord thundered across the cosmos. "Stop that childish bickering!" He slapped a hand to his celestial brow. "Century after century, eon after eon, I have listened to you demi-brats argue and squabble and scheme. No more! We're going to settle this matter once and for all!"

The assembled body of demi-gods fell silent and huddled together uncertainly. "What are you going to do?" inquired one.

The High Lord squinted his all-seeing eye down upon them. "We're going to have a contest, to finally settle which of you is truly superior and deserving of full godhood. And to make it binding, the contest will be..."

"To the pain?" interrupted one of the huddled godlings.

"No, you fool!" the High Lord erupted. "To the death!"

The demi-gods paled and shook. The High Lord smiled.

"Now, where to stage this little tete a tete?" He filed through the planes of the multiverse until he found the answer. Finally, the world would live up to its name.

** WRITE FOR FREE BROCHURE **

COMPLETE ANCIENT FANTASY
QUANTUM ROLE PLAYING SYSTEM

Since 1979 Concise 1989 Edition
play Tested 10 Years \$7.99

Ironhedge

INCLUDES: 42pg Rulebook, 12 Character & 6 Encounter Cards. GAME of Swordfights, Treasure, Monsters, Power, & Lawlessness. Realistic Combat & Logical Magic Systems, Amplified Encounters. Fighters, Thieves, Magicians, Alchemists, & Priests.

Featuring:

TRUE ANCIENT FANTASY ADVENTURE

A Complete World **Ironworld** Full Color \$32.99

COMPLETE GAME INCLUDES: Trifold Referee Map Divider, 2 Ironhedge® Rulebooks, 18 Character & 18 Encounter Cards. ORGANIZED WILDERNESS/UNDERWORLD MAPS OF: 8 Castles, 7 Hedges, 2 Towers, 10 Pyramids, 1 Fortress, 3 Tombs, 3 Caverns, 4 Temples, 2 Universities, & 1 Casino. Over 50 Inscriptions/Riddles. Weeks/Months/Years of Fun.

REAL TREASURE HUNT: Find the Dragon Lair. A true life adventure. (4x16 of Solid Gold)

FOR USE WITH THE IRONHEDGE ROLE PLAYING SYSTEM

OLD WEST ROLE PLAYING SUPPLEMENT

Since 1983 Concise 1989 Edition
play Tested 8 Years \$7.99

Westhedge

INCLUDES: 12pg Rulebook, 12pg Blackworld Frontier Worldbook, Town Layout Maps, 12 Character & 6 Encounter Cards. GAME of Gunfights, Saloon Brawls, Robberies, & Lawlessness. Character Types: Brawlers, Gunfighters, & Priests.

36 Character Cards...\$3.99 36 Encounter Cards...\$3.99
Handy Data Sheets - Specify Game Convenient Referee Battle Sheets

Custom Hardwood Treasure Chest 3x5 Filebox...\$16.99
Storage for Rulebooks/Cards/Dice. Specify: Walnut, Cherry, or Mahogany. Handmade, Brass Latched, Natural Oil Finish. See Brochure for others.

Remit to: **Empire Mergames** 6 Coins Not for the Meek
Box 94, Marne, MI 49435

DEDUCT 10% OR \$1 IF PAID BY CASH OR POSTAL MONEY ORDER (U.S. FUNDS)

** DEALER INQUIRIES WELCOME **

48

DISCOVER THE EXCITEMENT OF ALAMAZE!

You will know why ALAMAZE was voted Best Play By Mail Game by the readers of Paper Mayhem Magazine and was awarded the Origins '88 Award for Best Play By Mail Game (an achievement awarded by game designers).

THERE IS NOTHING ELSE LIKE IT!

ALAMAZE features bristling action between fifteen unique and rival kingdoms on an excitingly detailed high fantasy world filled with awesome wizards, powerful heroes, cunning thieves, diabolical rulers, and much more.

WHAT DO THE CRITICS SAY?

- Dragon Magazine, #131: *"Alamaze is a treat. Speaking as a game designer, it's one of the finest designs I've seen. I like it and recommend it to experienced gamers."*
- White Wolf Magazine, #11: *"Alamaze is possibly the finest play by mail game in existence. It is certainly the most innovative design since the first PBM game emerged. . . . It should be tried by anyone who considers himself a real gamer."*
- Paper Mayhem Magazine, #19: *"Alamaze has all the strategy, intrigue, fear and paranoia that makes a great game. It's a great value."*
- Paper Mayhem Magazine, #28: *"Among the many innovations in Alamaze is the truly fantastic magic system, unequaled anywhere in PBM. Not only does the magic system fit in with the entire game system hand-in-hand, it also shows the depth and massive amounts of designing and programming time spent lavishly in this game."*
- Flagship Magazine, #11: *"Alamaze is one of the finest PBM games on the market today. It is fast paced and exciting. It is full of all the action, intrigue and role-playing any player could ask for."*

PEGASUS PRODUCTIONS

Dept. W • P.O. Box 70636 • Fort Lauderdale, FL 33307

Write to us now to begin your ALAMAZE experience. Complete set-up including our giant five-color map, two rule books and two free turns is only \$15.00. Turns thereafter are \$6.00 biweekly. Rules alone are \$5.00. Free brochure.

PBM Reviews

Conquering on distant worlds and in the distant past.

*by Stephan Wieck and
Stewart Wieck*

Review: Conquest

Moderated by: Earnshaw Enterprises, 773 East 820 North #7, Provo, Utah 84606

Cost: set-up \$4 (one-time fee), rules \$1.50, turns \$3

Conquest is an action filled play-by-mail game where each player takes the role of a feudal lord and begins his conquest. The game takes place in a fictional realm split into ten provinces which each contain five towns. Every player begins the game with one province. The game ends when one player controls all fifty towns. Conquest is completely computer

moderated and offers an InstantReply system for turn processing. The game is ideal for beginners, or experienced players who like quick turnaround times and computer moderation.

The game's rules are simple to understand, and the turn sheets are extremely easy to fill out. Every turn has two pages. The first page, the Player Report, shows you the results of all the actions you attempted the previous turn. This sheet also shows you which towns were attacked by other players since your last turn. The second page, called the Turn Sheet, is the page you return to Earnshaw Enterprises showing your actions for next turn. Filling out your Turn Sheet is extremely easy since each Turn Sheet is custom printed for your current holdings. The Turn Sheet shows your gold available and all of the towns you can attack or defend.

When planning your strategy in Conquest, there are two things to consider: finances and combat. Every turn, you collect gold from the towns that you control. The amount of gold you collect depends on the type of harvest your towns had (meager, poor, normal, good or excellent), if combat took place in your towns, and whether or not you invested in agriculture. Some towns generate more income than others, but it's almost impossible to tell which ones are more lucrative because there are too many factors in your income. The gold you collect is spent on troops, spies, counterspies, emissaries, fortifications, agricultural investment, and feeding your people. If you don't feed your people the minimum amount listed on your Turn Sheet, there's a chance that they revolt. You can save gold in your treasury, if you manage to be frugal. Saving up gold can be a very effective strategy because it allows you to decimate an unsuspecting player in one turn of gross expenditure.

There's not a whole lot of strategy to the combat in Conquest. You hire troops every turn (you have no stand-

ing armies except a small guard at your capital) to defend the towns you own or to attack other towns. There are 6 troop types to choose from, ranging from Levies to Heavy Calvary. The more expensive the unit, the more effective it is, but in combat your most expensive units die first. The only real strategy comes in deciding what troops to hire and how many to hire every turn. By the nature of the game system, it is advantageous to be aggressive while lightly defending your own towns. A simple change in the game which I would recommend to Earnshaw Enterprises is to give a gold bonus for owning all five towns in one territory. As the game is now, there is little advantage to being defensive or owning a complete territory. To survive in the game, it is more advantageous to randomly attack towns throughout the realm.

Conquest also offers some espionage through spies, and counterspies. Spies will tell you who owns a certain town, or general information about another player. For example, a spy could tell you that player Montero (one of the ten provinces) just had a citizens' revolt, or he might tell you a town that Montero recently captured. Counterspies are hired and placed in a town or capital to feed false information to spies. I personally never found much use for spies in the game I played in. I preferred to use my gold on troops instead. Conquest is a game of rapid action and aggressive tactics. There is little room for diplomacy and interplayer communication. Two turns into my game, I was attacked by a neighboring player without provocation or any word from him. I have yet to hear from the player, and we've been fighting for about twelve turns. I did make one ally at the beginning of the game, but in a game like Conquest where there is only one winner, alliances are unsteady things at best. The game system does aid diplomacy through emissaries. You hire an emissary for very little gold, and he

CONQUEST

Medieval Warfare in Your Mail!

As Lord of a feudal province, you are engaged in a struggle for control of the Realm, contending with nine other Lords. You command troops, spies, emissaries, and counter spies in your quest for supreme rulership!

Conquest is 100% computer moderated and easy to learn and play. It is an excellent game for beginners and for advanced gamers looking for a change of pace.

Conquest is an InstantReply game. We will mail the results of your turns the day after we receive them or your next turn is FREE! We don't just talk about fast service; we guarantee it!

One-Time Set Up: \$4.00

Rules: \$1.50 Turns: \$3.00

Earnshaw Enterprises
773 East 820 North #7
Provo, Utah 84606

delivers a 120 character message to another player. When you receive an emissary, you are able to return a 120 character message to the lord who sent the messenger without spending gold. I made some use of emissaries for relaying simple messages or exchanging addresses.

One of the best and worst features of Conquest is its Instantreply system of turn processing. Conquest has no turn deadlines or schedule. Every player is free to send in a turn as often or as seldom as he likes. This is a wonderful feature for gamers who want quick turnaround since Earnshaw Enterprises promises next day mailing. I was able to run turns every nine days. I would receive a turn and send it out the next day. When Earnshaw received my turn, they would process it and also send it out the next day. My turns were constantly flowing through the mail. The Instantreply system gives a tremendous game advantage to players who process more turns, and I believe my speed of processing has aided me considerably in my game of Conquest. Instantreply is great if every player uses it to its fullest advantage (even though you could process more turns if you lived closer to Earnshaw Enterprises). However, it can give an unfair advantage to players who choose to process more turns.

Conquest is a great game for beginners, since it has low complexity and relatively low cost. Experienced players will enjoy the speed of the game and its processing efficiency. Between the computer moderation, fantastic Turn Sheets, and consistent service, Conquest is a very smooth running game which doesn't require much busy work from its players. Despite its shortcomings in realism, it's a fun game to play which, in the end, is really all that matters.

Ratings (5=best, 1=worst)

Materials: 2-- black and white. Some confusing writing.

Moderation: 5-- never a flaw or problem. Smooth running game.

Strategy: 3-- not realistic and needs more variety.

Diplomacy: 2-- not very necessary to win.

Sum: 3

Review: The Final Campaign

Moderated by: Blue Panther Enterprises, PO Box 080003, Staten Island, NY 10308-0009

Cost: set-up \$15 (includes rules and three turns), rules \$7, turns \$5

The Final Campaign (TFC) is a different sort of PBM game. The selling point of many PBM games is the grand scope of the game (e.g. more than 100 players per game!). But TFC attempts to fill a niche in the bottom of the scale. Two players go head-to-head as each controls alien armies on some far flung planetoid. In the tradition of Robert Heinlein's Starship Troopers, TFC pits armies made up of infantry, powered infantry, armored and G-S air (ground-support) in strategic battle. The bulk of the strategy of the game comes in the actual creation of the army units. In all, you rate your unit from one to ten in eight different areas: attack, defense, mettle, weaponry, status, equipment, experience and leadership. You also decide whether or not the unit is sea capable (can it move across water?) and if it's anti-air (can it shoot at G-S air units?). You then decide how many soldiers there are in the unit (from 1 to 499). Normally, you may have as many as thirty units, though special scenarios might modify this. Troop creation must be done with the particular victory conditions of the scenario in mind. If you play the role of a defender and must simply keep as many cities out of

enemy hands as possible, then it would be unwise to spend your allotted points on a plethora of small, fast units. Rather, you probably need to create large units to remain in the cities you wish to defend.

Some rather lengthy calculations are required to create the army units, but BPE provides a computer disk for IBM users which speeds this aspect of the set-up considerably.

Once the units have been created, it's to the trenches with all of them. At this point, TFC becomes wargaming by mail. With line-of sight rules, movement costs for terrain types, range rules and more, TFC works just like a wargame.

The weakness of the game is the possible unreliability of your opponent. If you begin to win and your opponent simply gives up and quits or if he simply misses a turn or two, the enjoyment of the game is threatened. Sure, you'll gain an advantage if he misses a turn, but it's much more fun to start on equal terms and let the best man win. For this reason, I recommend you join the game along with another person. Challenge somebody. Loser pays for the set-ups.

The strength of the game is its versatility. A different scenario can be created each time you play the game. This variation is as simple as playing the attacker or the defender, but can include a complete change of environment (city, frozen asteroid, etc.). BPE has mentioned instituting special rules to cover situations created by different environments (like a wrap-around map for battle on an asteroid).

Ratings (1=worst, 5=best):

Materials: 2-- poor rulebook, but nice printed maps

Moderation: 4-- willing to wait an extra day for a turn

Strategy: 5-- the major aspect of the game

Diplomacy: 1-- unimportant and nonexistent

Sum: 4

THE FINAL CAMPAIGN

DESIGN YOUR OWN ARMY in this fast and furious game of planetside combat between alien races. Choose from 15 abilities and 7 unique races!

The Final Campaign is a PBM wargame simulating battles fought in the Zeta Cluster in the far future. It is played on a HEX map with GRAPHICAL turn sheets. TFC has the EASIEST turn sheets to read and fill out, there are NO CODES. The computerized referee lets you concentrate on the War in the Wargame. Think designing an army is a daunting task? Try the friendly IBM Army Construction Disk, free with your setup.

RULES, SETUP & 3 FREE TURNS: \$15
TURNS: \$5 RULES: \$7

For more info, send to ...

Blue Panther Enterprises
Box 080003, SI, NY 10308-0009

Capsule Reviews

products for a variety of fantasy settings

by Stewart Wieck

Following are brief reviews of several new releases from various game companies. The listing is alphabetized by the name of the publisher. As with all capsule reviews, the products receive a rating in the SUM category only. On our scale of 1 to 5, "5" is the best rating possible and is reserved for truly outstanding products. "3" denotes a solid and usable product.

Bard Games

The Cyclopedia Talislanta

(volumes II: The Seven Kingdoms)

Published by: Bard Games, PO Box 7729, Greenwich, CT 06836

Price: \$10.00

Sum Rating: 4

The first volume of "The Cyclopedia Talislanta" highlighted features of note throughout the continent of Talislanta. Starting with the second volume, each cyclopedia will focus on a specific region of the continent. Volume two deals with an important

center of culture: The Seven Kingdoms.

Written by a freelance design group called Jovialis, the second volume presents a wondrous array of material. The people of the kingdoms come alive with the detail added here. Plus there are new characters, new skills, new equipment, new creatures, three adventures, and more. The adventures a short and a little too sketchy, but the introduction encourages GMs to flesh them out before play.

The supplement is nicely illustrated and ushers in what will hopefully be a string of excellent Talislanta products. Volume III: The Wilderlands of Zaran and Volume IV: The Western Lands have been released as well.

Lion Rampant

Ars Magica (revised edition)

The Stormrider Jump-Start Kit Saga Pack

"Melos Caverna"

Published by: Lion Rampant, PO Box 621, Northfield, MN 55057

Price: Ars Magica \$17.95, Stormrider \$7.95, Saga Pack \$9.95

Sum Rating: Ars Magica=5, Stormrider=4, Saga Pack=4, "Melos Caverna"=4

"Ars Magica" was originally reviewed in WHITE WOLF Magazine

#11, but last August Lion Rampant released a new edition of the game, so another review of the product is in order. And, honestly, I am happy for every chance I have to promote this game and recommend it to role-players. I unreservedly call "Ars Magica" the best fantasy role-playing game currently available. And it may be unfair to limit that praise to fantasy games.

Since the game is no longer new and should be familiar to most readers, I will not discuss the background of the game (the various types of characters, the mechanics of the combat system, etc.), and instead will simply overview the quality of the game and the changes which have been made.

What makes this game so wonderful? There are several reasons. The character generation system, which was good in the original version, is even better now. Interesting virtues and flaws, areas of expertise in certain skills, and the use of character statistics are all proof of a finely-crafted game. The combat and magic systems remain essentially unchanged, but neither system required alteration. Since the Latin title of the game translates to "the art of magic," one expects a spectacular magic system to highlight the game. Simply put, magic in "Ars Magica" is innovative, and remains fresh and unparalleled even after more than a year when it was first published.

The only exception I take to the new edition is the absence of more detailed information concerning covenant creation (the wizard characters in the game join together in "leagues" based out of buildings they call covenants). A simple and usable system was provided in the original edition, but Lion Rampant opted to provide a painfully simplistic and unartistic one-page system in the new edition. However, I understand that Lion Rampant will soon release a supplement for the game titled "Covenants" which

25% OFF ALL GAMES!

DISCOUNT PRICES!

TSR		GDW		R. Talisman	
ADD2 Players Handbk	\$15.00	Space 1889 RPG	\$22.50	Cyberpunk RPG	\$15.00
ADD2 DM Guide	\$13.50	Caravans of Mars	\$6.00	Near Orbit	\$7.50
ADD2 Monst. Comp #2	\$11.25	Soldiers Companion	\$11.25	Hard Wired	\$9.00
FASA		West End Games		Bard	
Shadowrun RPG	\$21.00	Star Wars RPG	\$12.75	Talislanta (2nd Ed)	\$10.50
Shadowrun GM Screen	\$7.50	Galaxy Guide #3	\$9.00	Cyclopedia Tal	\$10.50
Mercurial	\$6.00	Imperial Sourcebook	\$13.50	Cyclopedia Tal. #2	\$10.50

FOR A FREE CATALOG, SEND A S.A.S.E. TO:

SWORD AND STARSHIP ENTERPRISES, P.O. Box 3373, Tri Cities, Washington 99302-3373

If ordering from this ad, include \$2.00 shipping and handling - - - - - No C.O.D. orders and no delivery outside the continental U.S.A. (except by special arrangements - see catalog for details). We accept personal checks (order not shipped until check clears) and Money Orders. Do Not send cash.

Orders shipped U.P.S. ground.

WA residents add 7.8% sales tax.

will provide covenant creation guidelines.

The most significant change from the first edition to the present one is the replacement of general background information about the medieval world with a fleshed-out setting including several communities, a wizard's covenant, local nobility, etc. This concrete information should help gamers adapt to playing in a more realistic fantasy environment.

The only other fantasy game which so thoroughly takes advantage of the art of role-playing is "Pendragon" by Chaosium. "Ars Magica" owes something to Pendragon, but the unique setting and beautiful magic system of "Ars Magica" truly sets it apart from all the rest.

"The Stormrider Jump-Start Kit" is the second such supplement Lion Rampant has released. The first jump-start kit, "The Bats of Mercille," is available from Lion Rampant only at game conventions. The idea is a simple one: a Storyguide (GM) who knows the rules of "Ars Magica" can sit down with a group of players and play the game within about fifteen minutes with the use of the jump-start kit. The supplement contains pre-generated characters and information sheets which briefly describe the important mechanics of combat and spellcasting.

The fact that the 16 page adventure forces the characters' actions a little too much can be forgiven within the context of the supplement's purpose, but if the adventure is to be used as part of an established "Ars Magica" campaign the Storyguide will have to rework it a little.

The most interesting facet of the adventure is the way the storyline splits the characters into two distinct groups. Each group has its own goals and motivations. Rubbing of the elbows is bound to occur between the groups, but this gives the players controlling the magi a chance to exercise their authority (unless they are part of the problem).

"Saga Pack" is Lion Rampant's newest product and it reaffirms the company's dedication to the art of role-playing.

Primarily, the product is a gamemaster's screen, but it also provides sixteen pre-generated grogs for Storyguides to use. The grogs have

complete backgrounds and while fully developed some may be a bit too strange to be useful to a Storyguide who is looking for one to add to the covenant's turb.

Additionally, "Saga Pack" includes eight pages of articles concerning various aspects of "Ars Magica." Some have appeared elsewhere- in the pages of WHITE WOLF Magazine or in the first edition of "Ars Magica," but The Life of a Grog, the Limits of Magic, Decisions: How to be a Better Storyguide, and the others are all useful.

"Melos Caverna" is a very different kind of role-playing aid which Lion Rampant produced for last year's Gen-Con. The product is a tape of instrumental music (the "melos" part) designed to approximate the sounds of underground adventuring ("caverna"): dripping water, movements of small animals, echoes, etc.

The music is intended to be part of a game session. When the party enters a cavern or wander underground, the GM should pop the tape into his stereo and allow it to evoke the setting in the minds of the players. I'm not a music expert so cannot comment on the organization of the music itself, but I can say that as a game aid the product succeeds.

Palladium Books

Adventures in the Northern Wilderness

Published by: Palladium Books,
5926 Lonyo, Detroit, MI 48210.

Price: \$9.95

Sum Rating=4

This 96-page supplement to the Palladium Role-Playing System offers a variety of intriguing adventures and background information about the Northern Wilderness. A fine cover painting by Keith Parkinson helps set the stage for an excellent game supplement.

The book begins with a few pages about the Northern Wilderness (geography, winter survival, killing winters, etc.). This background section then proceeds with information about the Wolfen race. Interesting facts about the religion, government, military, magic, and education of the Wolfen fill 13 pages of the book. Since the Wolfen Empire is the dominating force in the Northern Wilderness, this supplement would be worth a great deal less without the significant coverage given the Wolfen race.

The remainder of the book contains 6 complete adventures set in the Northern Wilderness. Without exception,

Ask for the original—



KOPLow GAMES

"TUBE DICE"



the adventures include interesting characters, exciting locales and a fine story. The only real weakness of the adventures is a problem with the set of adventures not any one in particular. Two adventures cast a very powerful extra-dimensional (or at least other-worldly) being as the main enemy. With a region rich in detail at their disposal, the authors of the adventures should have been able to feature other villains from the region.

Another interesting facet of the book is its attempt to tie together Palladium's various games. One of the extra-dimensional enemies is supposed to reappear in a "Beyond the Supernatural" adventure to be released later this year. Since the game mechanics of all Palladium RPGs are the same, it's nice to see that the company is taking advantage of that fact to intertwine the characters of the RPGs. Fortunately, the enemy is appropriate in either genre.

TOP PRIORITY DOCUMENT

If your current assignment includes science-fiction gaming, then you *must* read **Voyages**. This highly illustrative magazine will transfer you directly to the adventures of tomorrow, with as many as three adventures in a single issue!

Let **Voyages** play a part in the success of your next gaming mission. Ask for this quarterly magazine or send \$9 U.S. to subscribe direct.

VOYAGES

PUBLISHED BY
StarLance Publications
50 Basin Dr, Mesa WA 99343

- END DOCUMENT -

Task Force Games

Lejentia Book One: Skully's Harbor

Published by: Task Force Games,
14922 Calvert St., Van Nuys, CA
91411

Price: \$14.95
Sum Rating=4

A 150 page, paperbound, 8 1/2 x 11" book, "Lejentia" is based upon the graphic novels series of the same name published by International Fantasy Productions. I am not familiar with the graphic novels, and can therefore not judge how true Task Force Games' product is to the original, so I have graded the product absolutely on its own merits as a role-playing supplement-- as should be done in any case.

Initially, I wasn't very impressed with the product. It seemed to be a new way of providing statistics for innumerable NPCs, but it actually provides an interesting setting for adventure.

Skully's Harbor is a thriving trade town on the banks of the River Styrm. Unfortunately, this same river has become a border of sorts between the "good guys" (people of a variety of races and kingdoms) and the "bad guys" (the Tarin Tor). Skully's Harbor sits on the side of the elves and humans, but across the river is Fort Bevits, once an elven stronghold, but now a center controlled by the Tarin Tor.

The product provides some background information, but primarily presents locales of interest in Skully's Harbor. Each building receives a short description, but the bulk of the information consists of details about the NPCs who may be found at each place and several paragraphs outlining possible adventures). In all, 16 locales are covered, including: Golden Griffin Casino, Pleasure Palace, Skully's Estate and Longshoreman's Bar. I didn't count them myself, but the back cover of the book promises 50 NPCs and 75 adventures.

A major problem with the book is the graphic presentation. Graphics on the pages sometimes overwhelm the text. Some pages of the book are simply too cluttered with graphics (diagrams, map, drawings, and more)

to be accessible to the reader. The 3-D maps have strange perspectives and the page borders are drastically out of proportion in some places. The character busts are attractive because they are small and add to the text instead of detract from it.

"Lejentia Book Two: Fort Bevits" is due out soon.

T.C. International

Bloodchant Bloodbath

Published by: T.C. International, PO
Box 188, Comstock, MI 49321

Price: \$3.95 each

Sum Rating: Bloodchant=1, Bloodbath=1

These two products combine to form a single FRP system. Each is 5 1/2 x 8 1/2" and contains a map of the world of Hel, a small hex map, and a sheet of character counters. The accessories are identical in both books.

"Bloodbath" presents combat rules and rules for creating various kinds of warrior characters (paladins, barbarians, rogue, savage, headhunter, etc.). Each character has scores in Might, BMC, Bloodlust, and Skill. BMC? Body Mutilation Capacity. And that statistic about sums it up for this mini-game.

There is nothing in this 20-odd page book which is new to role-playing and, except for a couple pages about the world of Hel, the game offers no information which truly makes it a role-playing game at all. The two-page adventure which is provided is nothing more than a six room citadel inhabited by three different kinds of creatures (all managing to somehow co-exist).

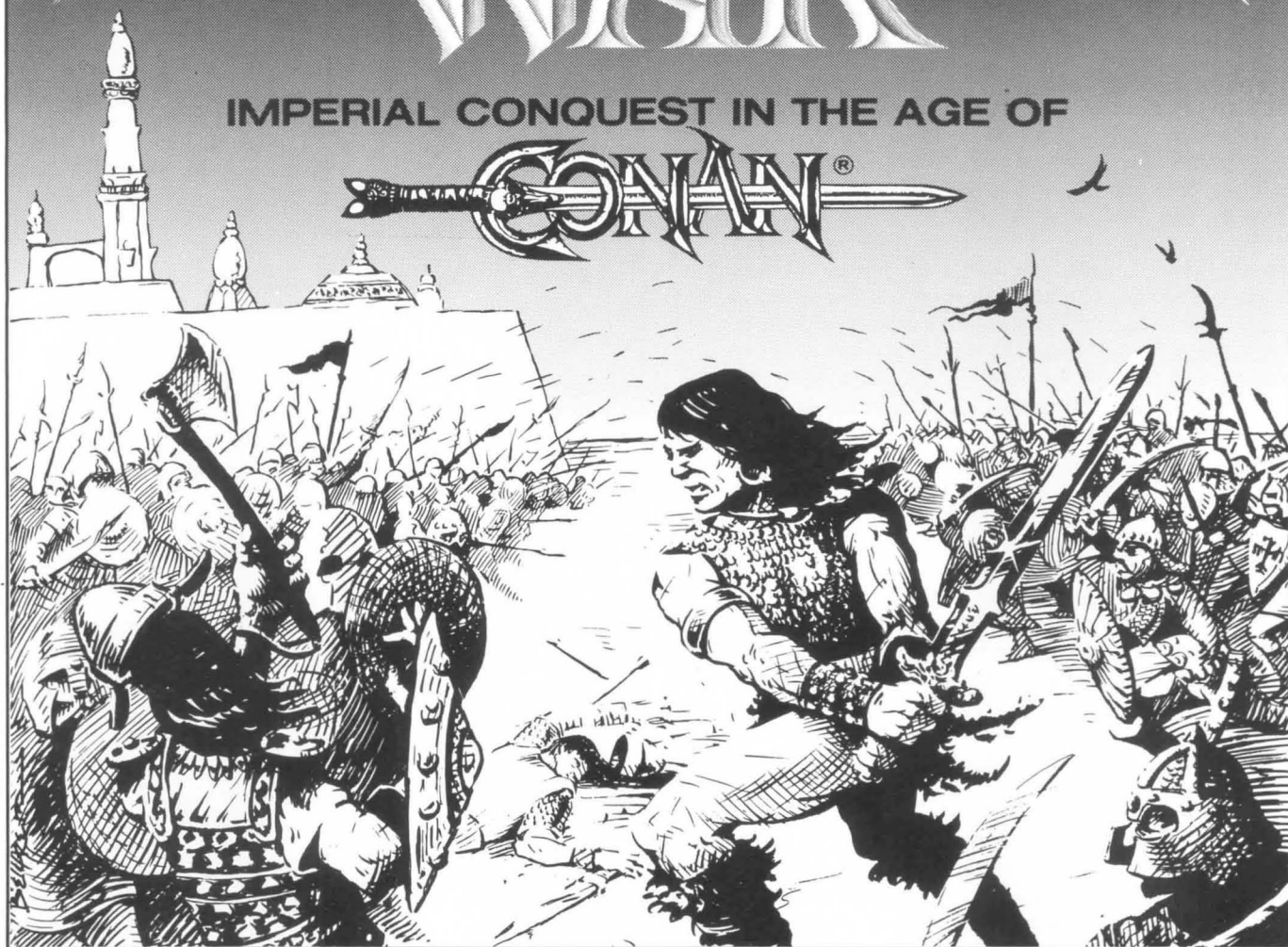
"Bloodchant" adds magic to the game of "Bloodbath" and provides spells, magical items and new monsters. The spells are entirely combat related and are little more than ways to decimate the enemy.

The book is about ten pages longer, but even with the extra space, TCI makes no attempt present anything other than a game of combat.

In all, the game could be fun for someone who does not realize what role-playing has to offer, but if you have role-played already this game offers nothing new or worthy.

HYBORIAN WAR™

IMPERIAL CONQUEST IN THE AGE OF



Introducing HYBORIAN WAR,™ a Play-By-Mail game which allows you to rule any Kingdom in the Hyborian Age of Conan. Your Kingdom will respond to your every command with its own unique armies, leaders and culture — Authentically recreated from the Conan series.

In the imaginative setting of Play-By-Mail gaming you can play against 35 players from all across the nation. Each game turn your commands, and the commands of the rulers surrounding you, will be resolved simultaneously at our processing center. After each turn you will receive back extensive written accounts of your countries fortunes in the battle, intrigue, diplomacy and adventure which is HYBORIAN WAR.™

Now you can create the legends! Forge by your decisions the tumult and glory of the Hyborian Age. Your game turns will be simple to fill out but will cover a fantastic range of actions you may take ... Across the Hyborian

world, from the howling Pictan wilderness in the west, to slumbering Stygia gathering her wizards, to the Hyrkanian kingdoms with riders in steel and silk and gold, to the fantastically helmed armies of the Khitai and Kambulja in the east, the cry of empire fills the air.

Send forth your tested lords and generals to lead the host. Send forth your spys and heroes to steal the treasures of the world, kidnap a mighty noble, or even assassinate your foes most gifted wizard! Decree the policies of your land, giving your subjects good government or bad. Call forth your priests from their temples to speak prophecy and council. Command such wizards as you have for the tide of war may turn upon their arcane magics. Rule and conquer! The jeweled thrones of the earth await thy sandaled tread.

**WRITE US FOR OUR FREE, NO OBLIGATION, SET-UP AND RULES
REALITY SIMULATIONS, INC., P.O. BOX 27576, TEMPE, AZ 85282, (602) 967-7979**

Turn fees are \$5, \$7, or \$9/turn depending on the size of country you chose to play. Join the tens of thousands nationally who are enjoying the vivid interactive games

only made possible in the last few years by recent advances in computer technology. PBM — the fastest growing gaming industry in the nation.

ASK US ABOUT OUR DUELMASTERS™ GAME ALSO!

© 1985 Conan Properties Inc. All rights reserved. Trademark of Conan Properties Inc.

Demon Killer

part VII of VIII in a serialization

by Steve Tymon

Tereth woke abruptly. He had been in a distant place, a field of soft grass beneath a clear and sunlit sky, something the Earth had not known in ten thousand years. He had been with friends. But someone had been missing, someone he needed more than all. And so he left them. He had gone after the one who remained lost.

It was then he awoke. Blinking slowly, his eyes focused. He was in a luxuriously finished room. On the walls were torches, and from outside came the sounds of voices, distant music, the sounds of a city alive again. Yet he could tell by the subdued light that the sky remained overcast.

Frowning, he looked to one side. Resting half on and half off the bed, was Cimir. She had evidently fallen asleep while watching him.

He smiled, then reached out to touch her cheek. Startled, she opened her eyes. "How long," he began, his voice barely a whisper. "How long has it been?"

"Nearly a month," she answered.

Tereth nodded slowly. "Such a long time," he whispered, then paused before continuing, "My name," he asked, staring intently at her. "What is my name?"

She shook her head, not understanding. "It's Tereth. Why?" He shivered, then lowered his arm. It seemed as if he was in pain.

"My love," said Cimir, leaning closer. "What is it?"

He shook his head and tried to smile. It was less than a successful effort. "Nothing," he answered, though the lie was obvious. "Nothing. I was just remembering the battle."

Cimir nodded slowly. She too remembered his nightmare ride into the shadow and how he had returned afterwards.

"It's a miracle you're alive at all," she said at last.

"No miracle," he answered. "The souls I took gave me the strength to survive. Without them..." He left the thought unfinished.

"So Corrin suspected," said Cimir. "He and the other sorcerers protected this place against anything that might seek you out. They used their spells to heal your wounds."

"As they promised," Tereth said. "Where are they now?"

"Here, my lord," came the answer. The demon killer and Cimir looked at the door. The sorcerer Corrin stood there, dressed in a robe of purest white. It lacked a hood, leaving his close-cut fire-red hair exposed. The sorcerer bowed curtly. "I welcome you back from your sleep, my lord," he continued, entering the room. None of the others were with him. "We have awaited your awakening."

Tereth nodded. "Already I suspect the reason."

"Indeed?" The sorcerer paused to glance at Cimir. "Should she remain?"

"She is my lady," the demon killer answered. "I would trust her with anything you have to say."

Corrin glanced at her again, but Cimir could tell nothing by his expression. "Then know you, my lord," he said, turning back to Tereth, "that a demon still lives."

Cimir stared. "What?"

"That would be Arek," said Tereth, ignoring her reaction.

Corrin nodded. Cimir looked from the sorcerer to her warrior, then back again. "Arek still lives?" she said. Her voice carried a tone of dismay and disbelief. She stared at Tereth. "But I saw you kill them, all of them."

"All but one," Corrin corrected.

She looked at him. Realizing what had occurred, her expression went from dismay to anger. "You knew," she accused, "yet you said nothing."

"We have known," agreed the sorcerer, "but we did not wish to frighten people already weary of nightmare."

"Then that is why you placed that glowing shield," began Cimir. "It was not just to protect Tereth, but all of us."

"He has done the right thing," said Tereth, interrupting. And to Corrin, before Cimir could answer, "Does Bazartus know?"

The sorcerer shook his head. "Not yet, my lord. But his soldiers speak of strange lights near the fortress, lights beyond that of our spell of protection."

"What have you said?"

"That it is an effect of our magics, a way the energy is drawn from the air." The sorcerer paused. "He accepts what we say."

Tereth nodded. "Good." He started to sit up. "Then I must prepare for battle."

"No," said Cimir. She grabbed him by his arms, as if to stop him. "Not now, not yet. Your wounds are only freshly healed."

He gently pushed her hands aside, then looked deep into her eyes. "Cimir," he began, "for all I know, I may be the last of my kind."

"You never told me..."

He touched her lips with one finger. "It is only a suspicion. But if it is true, then I must find Arek at once."

"Why?" she asked. "So he can kill you?"

Tereth shook his head. "So I can kill him," he corrected, "before he tries to propagate his race again. He will eventually make the attempt, and I may be the last one who can stop him."

"He hasn't yet," she pointed out quickly. "And besides, your sword is damaged, and you're certainly not up to your full strength."

"All good reasons," Tereth agreed, "but it changes nothing. He must die, and soon." He paused, then added, "Believe me, Cimir, I really don't have a choice."

She frowned angrily. "It's more like you won't allow for one."

Before Tereth could answer, she turned and angrily left the room. Tereth stared after her, as did Corrin. The chamber door slammed.

"A most temperamental lady, my lord," said the sorcerer.

Tereth nodded. "Indeed." He allowed himself a slight sigh, then looked back at the sorcerer. "The demon will seek me tonight, Corrin, not here, but in the city."

"My lord?"

"I no longer sleep," Tereth continued. "He will now try to deal with me in a more subtle manner."

"Subtlety?" asked Corrin. By his expression, he was more than doubtful. "From a demon?"

"He enjoys a good performance," the demon killer answered. "I've attended one before, as has my lady."

The sorcerer glanced at the door. "And what of her?"

"She comes with me," said Tereth, "though she doesn't know it yet."

He nodded at his armor, there in the corner. "Now," he added, "help me prepare."

It had taken more than a week just to clear the battlefield of the dead. The bodies were burned where they had fallen, all of the undead warriors of the demon army. Without the demons, their magic was gone and they were as they should have been: mere corpses, left to rot. It had been an unpleasant detail for the soldiers involved, but Bazartus had found at least one effective use for his army. Not that they agreed, but the battlefield was cleared regardless. Even the greasy smoke of the fires was gone, and all that remained was to gather the assorted weapons and armor still left on the plain.

Night had fallen. From the city beyond the walls of the fortress, there came the sounds of celebration: shouting, singing, many voices, muffled by the strange light of the sorcerers' spell of protection. Word had spread quickly across the land, word that the demon army had fallen, and where the city had been crowded before, it was even more so now. Thousands had come out of hiding, coming in from the hills and the forests to join the celebration, and the streets remained crowded, long after the curfew that had once been law. Bazartus saw no reason to enforce it; the people were justly entitled to enjoy their new freedom.

The general was in his courtyard, dispatching yet another patrol to find more storage space for the acquired weapons, when he saw Tereth and Cimir. The demon killer and his lady had just come out of the main keep of the fortress. Quickly, Bazartus dismissed the patrol.

"She told me you had awakened," he began, as he came near. He glanced up at the glowing blue light above the courtyard-- it was making a strange crackling sound-- then frowned and nodded at Tereth's armor. All of the damage had been repaired. "You're not thinking of going somewhere in your condition, are you?"

Tereth nodded. "I wished to go to a tavern."

"If you needed ale--"

Tereth held up one hand to cut him off. "I just wanted to go to a tavern."

"Are you sure that--"

Cimir shook her head. Bazartus noticed. He shrugged slightly. "Of course," he continued. "I've provided you with

the best stallion I could find." He nodded toward the stables. "He's in there."

"Thank you," said Tereth.

"It's the very least I could do." The general hesitated, then glanced toward the palace gates. The sprawling city was beyond.

"It's coming back to life, you know," he continued. "The city, I mean. The people are coming back. They say the reign of demons is over, that the earth is free at last."

He stared questioningly at Tereth.

"It is over," Bazartus said, half question, half statement.

Tereth hesitated. He glanced at Cimir but she shook her head slowly.

"Yes," he answered, turning back to Bazartus. "It's over."

The general smiled. "Good. Then if there is anything you need, anything at all, just ask for it. I'll cover the cost from my personal treasury."

Tereth shook his head. "There's no need to..."

"I insist," said Bazartus, interrupting. "For what you've done, I could never repay you enough."

Tereth gave an exasperated sigh, then smiled slightly and nodded. He resumed his walk toward the stables. Cimir ran after him.

"We'll return later," she said, looking back over her shoulder.

Bazartus gave a slight incline of his head in acknowledgement, then went toward the main keep. He glanced one more at the crackling blue light above, then frowned again.

"You didn't tell him," said Tereth, when Bazartus had gone inside.

"I wanted to," she answered. She shook her head. "But then I realized that he wouldn't stop you. He wants all the demons dead as badly as you do."

Come Join The Quest...



BattleLords is a 100% computer-moderated medieval war game where eight to twelve players strive to be the first to find and retain three treasures, using cunning, diplomacy, military might and economic prowess. Each turn, players receive a seven-color map and a multi-page scouting report detailing their progress. Many game maps are available for play, including Europe, Great Britain, and Africa, as well as several fictional areas. Starting positions ready now! Team competitions and configurations available.

Cost is \$4.00 per turn (no other fees). Rule books are \$5.00. Set up package includes rule book and first three turns, all for \$10.00. Winners receive a *BattleLords* t-shirt and qualify for the Tournament of Champions. Send in your request today!

Creative Keys

P.O. Box 7264

Fredericksburg, Virginia 22404

(703) 898-4347

She paused just outside the stables. "Would you stay if I asked you?" she said.

Tereth hesitated at the question. At last, he answered, "Knowing what I believe and how I feel, would you ask me such a thing?"

She stared at him for a long moment, but finally looked down at the ground.

"No," she said quietly. "I guess not."

"Then come," said Tereth, entering the stables. Once his eyes had adjusted to the gloom, he could see several stalls. In one was a large black stallion, with familiar black armor hung on the wall behind it. He frowned at the sight of the horse armor --- it brought back the memory of his last stallion, and of its death. He noticed that the armor had been repaired, and that nothing remained to tell of the former user. Still frowning, he started to walk toward the stallion.

"Do we really ride for a tavern?" said Cimir, from behind him.

Tereth nodded, pausing to pat the stallion gently on its flank. He noticed its muscle tone, which was good, then glanced at its legs before answering. "He will seek me there," he said at last, satisfied that the stallion was indeed a good choice. He looked at Cimir. "He will find a way to lead me to a place he has prepared."

"At a tavern?"

"Or anywhere else beyond these walls," he said, waving one arm to indicate the whole of the fortress. He turned to reach for the saddle and straps. "But at least at a tavern," he continued, "I can enjoy the wait."

With a grunt, he pulled the saddle free and carried it over to the stallion. Carefully, he placed it on the horse. Cimir silently watched.

"You're a fool," she said finally.

"At times," Tereth agreed. He glanced at her. "Surely you knew before this?"

"I have," she answered, her voice cold. She paused, then shook her head. "I don't even see why I'm coming with you on this."

Tereth shrugged. "I did ask," he said, tightening a strap. "But you need not come if you don't want to."

But Cimir shook her head in resignation. She sighed.

"I'll come," she answered as she went to find her horse.

Riding through the narrow streets, Tereth could see that little was peaceful. Were he other than a demon killer, he would have had great difficulty in passing through the crowds, for the celebrations filled the streets. But as they saw him approach, the people opened a path in front of him. Those nearest him went silent, staring at him and Cimir. And even the women who had been shouting from the windows above, plying the oldest trade, drew back, peering fearfully out at the black-armored warrior from behind tattered curtains.

Tereth did not seem to notice. But Cimir grew nervous and urged her horse forward, drawing nearer to the demon killer. Behind them, the path closed as magically as it had appeared, and the music and dancing and singing resumed, though not without a glance or two after the warrior and his lady. Several whispered to one another. Why did he still remain, now that the battle was finished? Why did he not leave?


Tereth pretended not to hear their gratitude. He knew it all too well, and it only angered him to dwell on their fears.

They rode onto the winding, crooked street that was Taverns Row. Music and light poured out of open doorways and windows, and the crowds here seemed even more frantic. Certainly, they were more drunk.

To one side was a stable. The demon killer turned his stallion toward it, followed closely by Cimir. A moment later, minus their horses, they crossed the street to a large and crowded tavern-- the Northstar. Ignoring the stares of those nearest him, Tereth paused outside the door and peered inside.

Within, it was more lively than was usual in such places. Those already present were well on their way to sweet unconsciousness from the ale. Several had already passed out at the tables. Tereth also noticed blood stains on one cracked stool, but no bodies were to be seen. Evidently one fight had already occurred. Judging by the loud voices and drunken manner of some of the tavern's guests, there would be others. He considered wandering down Taverns Row to another, less crowded establishment, for he did not wish to indulge in another combat, at least not with mortals. But, here, in the bright light, it would be evident to all that he was not the kind to challenge.

He decided. He stepped into the tavern. Instantly, the voices were silenced. For a moment, no one moved. There was only the sputtering sound of grease dripping into flames-- there were several spits of meat roasting over a large firepit to one side of the room. Tereth glanced at the nervous faces, then noticed one with a grey beard and balding pate, a plump man wearing a stained leather apron and a suddenly forced smile.



Silver Griffin

We are an official publication of the National Role Playing Alliance. Join us in our second year!

Silver Griffin is available through subscription only. The cost is \$4.00 for a sample issue, and \$12.00 for a full year's subscription of six issues. For your copy write to:

Silver Griffin
P.O. Box 1751
St. Paul, MN 55101

Silver Griffin covers the world of role playing games. Regular features include The Power Factory, Excerpts From A Red Notebook, World of Scirnacco, The City of Italbar, and more.

We have contests!

• Monster Contest • Superhero Contest • Stock the Dungeon
AND MORE...

Seeing no alternative, the tavern keep came slowly forward. "Welcome, sir warrior," he spoke, bowing and rubbing his hands together nervously. "You do us honor to come to the Northstar. Everyone has been talking about how you..."

"I've heard," Tereth said abruptly. He looked around the silent room. "Will you honor me with a table?" he added.

The tavern keep nodded quickly, then glared at two older men seated in a corner. They quickly picked up their mugs and moved to the small counter at the back of the tavern. The tavern keep smiled and bowed again, indicating the recently vacated table. "Done, sir warrior," he said. "A place for you and your lady."

Tereth nodded. He crossed the room with Cimir holding one arm. He was aware of their stares. He always was. But once he was seated, the talking began again, quietly at first, then louder. The tavern keep threw coins at the musicians, and the music resumed. Soon, all was as it was before. Tereth was gratefully ignored.

The tavern keep placed two large mugs on the table. "I shall bring some meat," he said. He bowed quickly and slipped away.

Cimir stared at him, then nodded at the rest of the tavern. "Now that everyone has heard of you," she said, "they're about as friendly as they ever are."

"Some things never change," Tereth answered. "But then, with any sort of luck, my work is about to come to an end."

Cimir shook her head. "I don't see how you expect to find anyone here to help you, not if you seek Arek."

He shrugged. "Let's at least see what happens."

The tavern keep returned, carrying a large platter heaped high with cuts of spiced meat. As the tavern keep crossed the room, Tereth noticed that a small band of mercenaries had entered the tavern.

Cimir followed his gaze, then frowned when she discovered who he was watching. "No fighting," she warned. "Save your strength for demons."

"No fighting," he agreed, without looking at her. He still watched the mercenaries.

There were five of them, dressed in tattered furs and rust-stained armor, with heavy swords dangling from their belts. They were certainly not of Bazartus' men, that much was obvious, for, by their dress and manner, they would be near-brothers to the bandits he had encountered on the journey to Wintersgate. Now that the city was crowded, the demons destroyed, and the city in celebration, it would be a good time for their kind to return to a place of civilization. And so, evidently, they had.

They moved slowly across the floor, roughly pushing aside those who blocked their way. By their glazed eyes and unsteady walk, it was apparent that this was not the first tavern they had visited that night. Stopping before a large circular table in the middle of the tavern, they cleared it by throwing those seated around it to the floor. If they saw Tereth or his lady, they gave no sign. It was doubtful, however --- they were at the level of drunkenness where they noticed little. Banging upon the tabletop, they began shouting for the tavern keep.

The latter shook his head. He placed the platter of meat before Tereth. "Pardon, sir warrior," he apologized, "but as you can hear, it seems I am needed."

"It does seem that way," Tereth agreed. He nodded toward the mercenaries. "Go and serve them. This will be enough for us."

The tavern keep bowed again and quickly hurried to the mercenaries' table. Tereth frowned at the drunken soldiers, then turned to Cimir.

"There are worse things than cowards," he noted.

"Such as?" asked Cimir.

"Them," he answered, nodding toward the loud band of mercenaries. They were amusing themselves by shoving the nervous tavern keep about their table. Tereth added, "Men who abuse their strength."

He stabbed at a piece of meat. "Let's eat."

Later, after Tereth and Cimir had drained their mugs a few times and emptied the platter of food, a dark cowed figure entered the tavern and approached Tereth's table.

The demon killer looked up, staring at the visitor over his mug of ale. "Do I know you?" Tereth asked.

The other spoke. The words came slowly, as if he had difficulty in speaking. "No, demon killer, you do not. But my lord, Azoth, summons you to rid his castle of a last demon. It seems that one survives."

Tereth nodded. "Tell your master I shall come."

"Then we will wait for you, sir warrior. Come the castle Horodarth, to the north of the city. As required by ritual, tonight's banquet will be in your honor."

"Done," Tereth agreed.

The man turned away and crossed the room. He went out the door and vanished into the night.

Quest GAMES

P.O. BOX 4402

CLIFTON, NEW JERSEY 07012

(201) 365-4019

- DISCOUNTS ON NEW GAMES FROM: TSR, GDW, GAMES WORKSHOP, STEVE JACKSON, CHAOSIUM, COLUMBIA, FANTASY GAMES, FASA, HERO, IRON CROWN, LEADING EDGE, MAYFAIR, NOVA, PALLADIUM, TASK FORCE, AVALON HILL, VICTORY, WEST END AND MORE.
- WE HAVE OUT-OF-PRINT GAMES FROM: S.P.I., G.D.W., O.S.G., BATTLELINE, YOQUINTO, INTERNATIONAL TEAM, AVALON HILL, WEST END & MUCH MORE.
- SPORTS GAMES AND GENERAL INTEREST GAMES
- MAGAZINES FROM: THE DRAGON, DUNGEON, WHITE WOLF, GATEWAYS, SPACE GAMER, CHALLENGE, BATTLETECH, ANIMAG, BREAKOUT, WHITE DWARF & AUTO DUEL QUARTERLY NEW AND OUT-OF-PRINT.
- WE BUY GAME COLLECTIONS
- WE SPECIALIZE IN OVERSEAS SHIPMENTS
- FOR HISTORICAL GAMES ASK FOR A CATALOG FROM OUR AFFILIATE:



RECON CO.

The tavern keep quickly approached Tereth's table. "Sir warrior," he said, "that man, do you know him?"

Tereth shook his head. "No. Should I?"

"I know not, sir warrior," the tavern keep replied, "but if he brought you a summons, I would advise you not to accept."

"Why?" Tereth asked.

"That man, sir warrior," he answered, "he looked like another of your kind, a demon killer, who came here many years past."

"So?" said Tereth. "What of it?"

"Sir warrior," the tavern keep answered, "he was killed by the demon he dared to attack at Horodarth."

"It was there he summoned me," Tereth said.

The tavern keep shuddered, then leaned closer. "Sir warrior," he whispered, "you must not go. Know you that Horodarth is an accursed place, a place haunted by ghosts and demons. It is said that the dead walked there, that its very stones are touched by evil. No one goes to Horodarth..."

The tavern keep suddenly coughed and gagged. His eyes bulged and the flesh of his face grew red. He turned from the demon killer and ran through a doorway and slammed the heavy door behind himself. The tavern had again grown silent.

Cimir stared. "Did you hear, Tereth? The summons was from a dead man, to an accursed place."

"I heard," he said. He tossed a handful of gold coins on the table, then picked up his helmet and metal gauntlets. Cimir continued to stare at him.

"What are you going to do?" she asked.

"What do you think?" He looked expectantly at her, then held out one hand. "Come, Cimir. We have another meal awaiting us at our host's castle."

The fortress of Horodarth was a dark place, an aspect not helped by the fact that it was night. Even with the full moon, the walls seemed cut from shadow, the ground but lifeless dust. No light shone from its windows, no smoke rose from its twisted chimneys. They stopped before the gates: great metal doors engraved with sculptured images of screaming demons and dying children. Cimir glanced nervously about herself. Her fear was evident. There was an air of unreality about the walls, as if she had stepped into someone's dream. There was no movement. From what she could see, there was nothing living here. No one manned the walls, no one rode out to greet them. All was quiet and still. Too quiet.

She urged her horse forward and tugged at Tereth's right arm. "I don't like the feel of this place," she whispered, almost fearful that someone, something, might hear. "There's death here, and great pain. Let's wait at least until morning before we enter."

"And disappoint Arek?" Tereth shook his head. "No, Cimir. Demons prefer to duel in darkness, and tonight is Arek's time, by his own choosing. Besides," he added, urging his stallion forward, "I don't want to wait until morning."

"Madness," she said, stopping her horse. He rode ahead and, a moment later, entered the gate. He turned just within to wait for her.

Frowning, she rode forward and joined him. Behind them, the metal gates silently closed. Only then did the pale servants come out to tend the horses. Only then did the doors of the castle keep open. Silently, the demon killer and his woman dismounted.

Such was the welcome to Horodarth.

Lord Azoth was a slender, pale man, dressed in heavy violet robes encrusted with jewels and gold. On his fingers were elegant rings, ornately carved, echoing the motif of the gates to his castle. He drank heavily of a dark red wine and often wiped his lips clean with a pale velvet cloth. Cimir could not help but notice that the cloth was stained as if blood had been poured upon it. She refused to touch her glass, and was grateful that there were canteens with their horses.

As for the others of the court, she saw some familiarity in them, but it was a familiarity she preferred not to see. The resemblances were of men and women she knew to be dead. She hoped it was but coincidence.

To her side, Tereth was typically undisturbed, or if he was, he hid it well. He had hardly touched the meat on the platter before him, and he also ignored the wine. Yet he laughed at the occasional joke by the castle lord. His laughter was echoed in hollow tones by the rest of the court. The others moved with light steps, and spoke in voices which were almost whispers. Their flesh, all pale white, contrasted with the dark clothing of the court. And all were too thin, too gaunt.

Tereth laughed again. Cimir turned at the sound and stopped, staring across the room. She suddenly grew pale. There was no longer any doubt. That man . . .

Tereth saw that she was disturbed. He leaned closer to speak.

"What is it, my love?" he asked. "You act as if you've seen a ghost."

"Perhaps I have," she answered. "Look, there on the far side of the hall. Do you see that man?"

He looked in the indicated direction. He saw a thin nobleman speaking to a black-haired woman at his side. "What of him?"

"He has the exact appearance of the Baron Smarek of Zohoris, a nobleman dead of plague over one year past."

The demon killer smiled. "Cimir," he said. "That is the Baron."

She turned, startled. "What do you..."

"Hush," he warned, then added, "all of them in here, in this room, in this castle, they are of the dead. I recognize most of them."

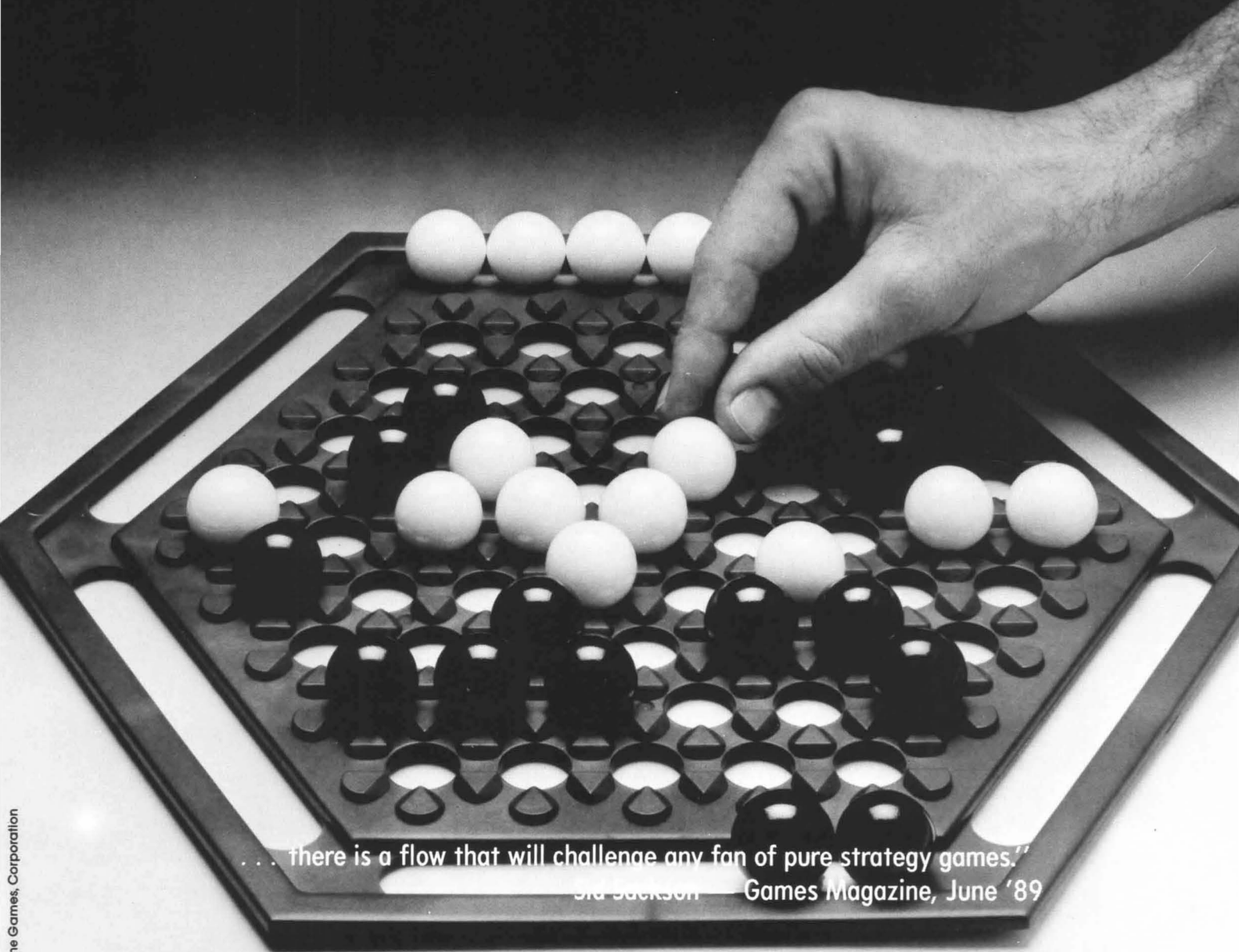
"Then we must leave at once!"

He shook his head. "Arek went through much trouble to prepare this mock ritual. Let us see it through."

"Damn his ritual," Cimir said. She started to stand. "We must..."

Tereth grabbed her by the arm. "He wouldn't let us leave now if we wanted to," he whispered. "And I need you here this time. Be patient," Tereth added. "This farce will end soon."

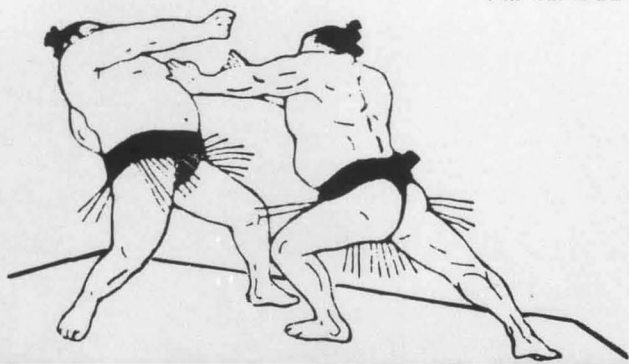
abalone®



... there is a flow that will challenge any fan of pure strategy games."
— Sid Jackson — Games Magazine, June '89

THE GAME OF FORCE™

AVAILABLE AT LEADING GAME STORES.



ABALONE GAMES CORPORATION
211 West 56th St. #34M
New York, N.Y. 10019
212-956-7200 Fax: 212-262-0039
1-800-666-5040



STREET SAMURAI

C · A · T · A · L · O · G

When the going gets tough, the tough go shopping.

You're the ultimate fighting machine. A predator-for-hire in the savage, urban world of Shadowrun. The tools of your trade

are airfoil grenades, form-fitting body armor, enhanced reflexes, and maybe a rangefinder for your cyber-eyes.

Whatever you need to get the job done, you can find it here.

It won't be cheap, and remember to watch your back...but you already do, otherwise you'd be yesterday's news.

DNA/DOA

From Dave Arneson,
co-creator of
Dungeons & Dragons®

It began as a simple datasteal, but somewhere it went wrong, and now you've lost the goods, lost your contacts, and your only chance for survival is to get out of Seattle—fast. There's just one problem: the only way out leads through the heart of the deadly Ork underworld, a dark labyrinth beneath the city where your first wrong move may be your last.

